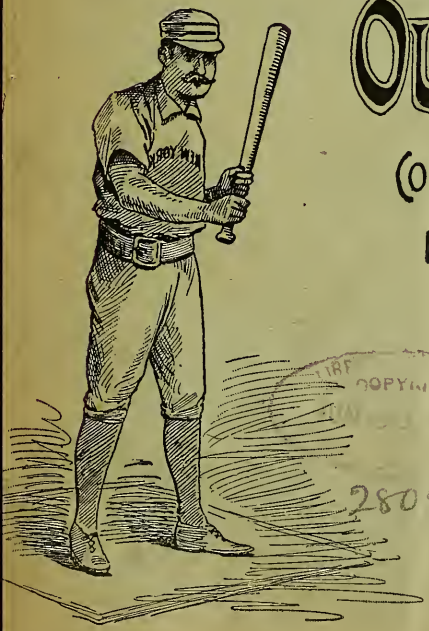
No. 14. PRICE, TEN CENTS.
Published Semi-monthly. By Subscription, $2.40 Per Annum. July 15, 1893.
Entered at the New York Post-Office as Second-Class Matter.

THE PEOPLE'S HANDBOOK SERIES

THE RELIABLE BOOK OF OUTDOOR GAMES

CONTAINING OFFICIAL RULES FOR PLAYING BASE BALL, FOOT BALL, CRICKET, LACROSSE, TENNIS, CROQUET ETC.

BY HENRY CHADWICK.



F. M. LUPTON
PUBLISHER
106 AND 108 READE ST.,
NEW YORK.

The Reliable Book of Out-Door Games.

Edited by HENRY CHADWICK.

PREFACE.

In presenting The Reliable Book of Out-Door Games to the American public, it is only necessary to state that it is a work designed for the special use of American boys, and as such presents the chapters on instruction in our national game of baseball as its chief attraction. It would be beyond the reach of a handbook of this kind to cover all of the field games of ball in vogue; and, therefore, only the most prominent games have been selected for this book.

The editor of this book is so well known as the leading authority on our national game, as also a writer practically familiar with the prominent sports of the period, that it is needless to state that the instructions given will be those of an established authority as well as of a popular writer.

One of the characteristics of nearly all of the handbooks of sports hitherto published, is, that they are most of them reprints of the works of English writers on the subject, and as such are not sufficiently comprehensive for the use of our American youths of the period. Our boys, though they do not want scientific treatises for their handbooks, want in them a full explanation of all the leading points of play of the game written about, and this they want done in a manner which is not only within the comprehension of the youngest school boy, but which also is suited to the cultivated intelligence of a well-educated college youth. It is this style of handbook the editor has aimed to write, and especially so as regards the lengthy chapter on baseball.

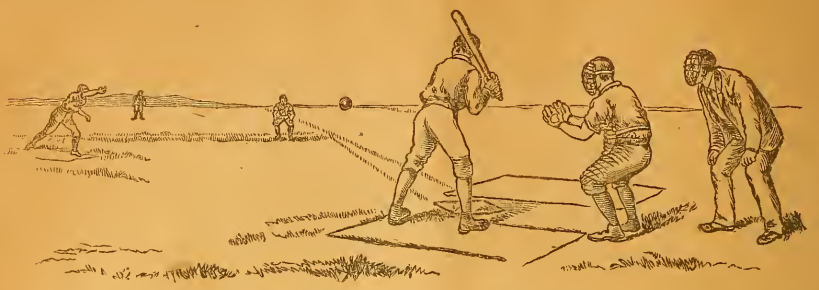
INTRODUCTION.

In this existing era of brutality in sports, it is a pleasure to point to the fact that the most prominent of our field games of ball are rightfully excluded from the list of sports of the period which are subject to brutal features in the playing of them. Our American national game of Baseball stands pre-eminent in this respect, as does the English national game of Cricket. Moreover, both these great games of ball require attributes of physical courage, endurance and pluck, together with the moral requirements of control of temper, cool judgment and presence of mind to excel in them to a marked degree. In fact, they are manly sports in every respect, and yet are admirably adapted for the healthful enjoyment of school boys and young collegians. The field games of ball, too, of lacrosse and football, are games which might be made worthy of being included in the list of field sports deprived of brutal characteristics, were some of the customs of both games eliminated from them by stringent rules. Unluckily, however, both lacrosse and football, as too frequently played, still retain features in the existing method of playing them which afford too many opportunities for brutality not to make them objectionable for boys; the football of the period, under American college rules, being little else than a contest in wrestling and unfair pugilistic slugging, which materially deprives it of the manly methods which should characterize the game under model rules. As to lawn tennis, that is a field game of ball which is a school of courtesy in itself, while it requires a degree of physical activity and endurance to excel in it which makes it a manly sport for experts. Croquet, too, is a game of the same class, with the exception that it does not require the endurance of fatigue, or the great activity essential in tennis. As to handball, that is the game of games for training one to excel in all the other field games of ball, and especially in baseball and cricket.

Of course the sport of sports for American boys is our national game, which is now the established favorite game of ball of the American people, and occupies a position in public estimation which no other field sport in vogue approaches. The game has attained its present position of popularity, not only from its adaptability to our peculiar national characteristics, as regards its possession of special points of attraction; but also from its value as a field sport which presents sufficient excitement in itself to draw thousands of spectators without the intrinsic aid of betting as its chief point of interest, the latter attraction being something which pertains to nearly every other popular sport. Then, too, it should be borne in mind that baseball first taught us Americans the value of physical exercise as an important aid to perfect work in cultivating the mind up to its highest point. It is to the introduction of baseball as a national pastime, in fact, that the growth of athletic sports in general in popularity is largely due; and the game pointed out to the mercantile community of our large cities that "all work and no play" is the most costly policy they can pursue, both in regard to the advantages to their own health and in the improvement in the work of their employes, the combination of work and play yielding results in better work and more satisfactory service than was possible under the old rule. Thus the game has acted like a lever in lifting into public favor all athletic sports.

It is this game which has been made the feature of this work, and it of course occupies more space than that of all the other games of ball contained in the book.

BASEBALL.



HOW TO LEARN THE GAME.

In learning to play baseball there are two questions to be considered; first, as to your desire to play the game for recreative exercise only; and, secondly, in regard to your having aspirations to excel as a professional expert. To learn to play baseball solely for the enjoyable exercise the game affords, requires but little study or effort; as an hour or two's reading of a standard work on the game will instruct you in regard to its theory; while an afternoon's play with an amateur team will suffice to give you all the practical knowledge necessary. But to learn the game with a view of eventually becoming a trained professional exemplar of baseball is altogether a different matter; as it not only requires the attentive study of every rule of play, and of those special applications of the rules known as "points" in the game, together with perfect familiarity with each and every rule; but it also involves a regular course of physical training to fit you for a home position in a professional team, the latter being a task which involves steady and persevering application, fatiguing exertion, plenty of nerve and pluck, *thorough control of temper*, great powers of endurance, and, withal, the physical aptitude to excel in one or the other—if not in all—of those special departments of the game known as *pitching*, *batting*, *base-running* and *fielding*.

One of the attractive features of the game of baseball is the simplicity of its theory; and yet, to play the game up to its highest point of excellence requires as great a degree of mental ability, and the possession of as many manly physical attributes as any known game of ball. Ordinarily a party of juveniles, ranging from eight to twelve years of age, can easily play a game of baseball, and get a great deal of enjoyment out of it; but to play the game up to its highest point of excellence requires men of pluck, nerve and presence of mind, courageous fellows, having their wits about them; for when it is played up to its highest mark there is nothing boyish about it whatever.

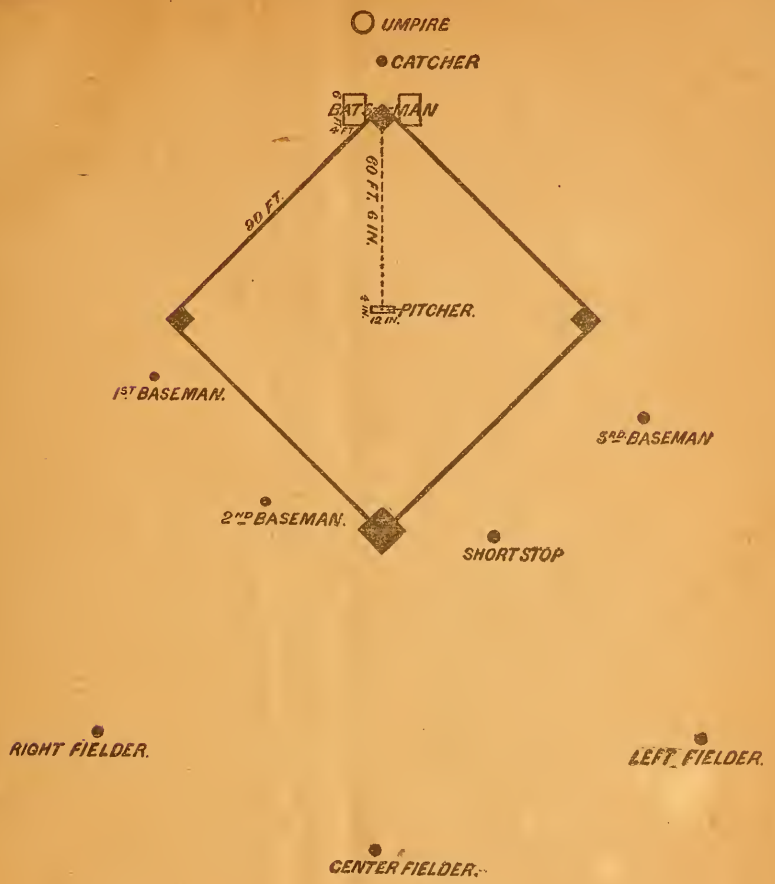
THE THEORY OF THE GAME.

The theory of the game of baseball is simply as follows:

A level space of ground of three or more acres in extent having been secured, the parties to the contest proceed to measure off a "diamond" field, having equal sides of thirty yards, and on three of the corners of this "diamond" are placed the base bags, the home base being distinct from the other bases, the latter base being placed at the head of the field. The pitcher's position is near the center of the diamond field, and the batsman's position on each side of the home base. So much for the lines of the diamond field itself. The contesting sides comprise eighteen players in all, there being nine positions in the field, viz., the *pitcher* and *catcher*, technically known as the "battery" players; the four infielders, which comprise the *three base players* and the *short-stop;* and the three outfielders, which include the *left*, *center* and *right* field players. The diagram on the opposite page shows the lines of the "diamond" field of a baseball ground and the positions of the players.

HOW THE GAME IS PLAYED.

The diamond field having been laid out, the sides chosen for the game, the choice of innings tossed for, and the umpire selected, and all being in readiness to begin to play, the umpire calls "play ball," and the captain of the side winning the choice of innings proceeds to send his men into the field, and the opposing batsmen go to the bat in the order written down in the score book. Just here the rules governing the action of the attacking force—the nine players in the field—at once come into play, the pitcher being the first player to start the game, which he does by delivering the ball to the bat while standing legally within the lines of his position. He is required by the rules governing the delivery of the ball to the bat to send in every ball "*over the home base*," and within the range of the batsman's knee and his shoulder. Every time the pitcher fails to deliver the ball over the base he incurs the penalty of a "*called ball*," and four such called balls sends the batsman to first base; the batsman then becoming a base runner by this act. If, on the other hand, the batsman fails to strike at every ball sent in over the home base, and not higher than the line of the batsman's shoulders nor lower than the line of his knees, the batsman incurs the penalty of having "strikes"



called on him by the umpire; and after three such strikes have been called he is obliged to run to first base, and he can then be put out by the catcher catching the ball on which the third strike was called on the fly; or by the ball being held at first base before the runner reaches it, before some part of his person touches that base. Should the batsman hit the ball so that it strikes the ground in *front* of or *on* the foul lines, it is a *fair hit* ball, and he immediately becomes a *base runner*, as in the case of the calling of balls; but, in such case, he can be put out either by a catch of the hit ball before it touches the ground, viz., *on the fly*—or by his failing to touch first base before the ball is held by the fielder at first base. In case, however, the batsman hits the ball so that it goes to *foul* ground, while he is also liable to be put out on the fly catch of such ball he cannot offset the foul hit by the advantage of trying to earn a base on such hit, as he can on a fair hit ball, as no bases can be run or runs scored on a hit foul ball. When the base runner has secured his right to hold first base, either by a base hit or an error on the part of a fielder, his next effort is to secure the other three bases and thereby score a run. This he does either by being forwarded by the good hitting of those who follow him at the bat; by stealing bases—viz., running to the next base before he can be thrown out there—or by a series of one or more costly errors by the fielders. It will be seen, therefore, that the batsman can be put out by a fair catch of the ball he hits; or by a catch of a foul ball, or by striking out. In addition, too, he can be put out simply by stepping outside of the boundary lines of his position while in the act of striking at a pitched ball, or by batting at a wild pitched ball or any ball, in fact, in such a way as intentionally to prevent the catcher from catching or fielding the ball; the former out being termed *a foul strike*, and the latter an out from *interfering with the catcher*. Then, too, the batsman can be decided out if he takes his position at the bat out of the regular order of batting, provided he hits a fair ball before the error is discovered. Thus it will be seen that

the batsman can be put out in six different ways; viz., first by a *fly catch* of a fair ball; secondly, by a similar catch of a *foul ball;* thirdly, by a *foul strike;* fourthly, by hindering the catcher; fifthly, by batting out of the regular order, and sixthly, by failing to hit the ball after three strikes. After the batsman has become a base runner, he is liable to be put out by the ball being held by a fielder at first base before reaching it; by his being touched by the ball in the hands of a fielder while off a base; by failing to keep within the base path in running from home base to first base; by failing to avoid interfering with a fielder to catch a fly ball; by purposely preventing a fielder from fielding a thrown ball; by running three feet outside of the base lines between each base while trying to avoid being touched with a ball in the hands of a fielder; by being hit by a fairly batted ball in running from base to base; by failing to return to a base he had left before the fairly hit or foul hit ball is caught on the fly; by his running on to fair ground after over running first base, and his failing, in such case, to return to the base before he is touched by the ball in the hands of a fielder; by his being *forced out*, that is, by the ball being held on the base he is obliged to run to by the act of the batsman in making a fair hit. It will be seen, therefore, that the *base runner* can be put out in ten different and distinct ways by the field side or attacking side in the game. It would thus appear, at a casual glance, that the batsman's chances of securing a run are very small, considering that he has to encounter *sixteen* distinct risks of outs as batsman and base runner, while having but *three* chances afforded him to make a run, viz., by his own safe hit at a fair ball; his being forwarded as a base runner by the safe hitting of the batsman following him, or by his skill in stealing a base; all his other chances for scoring arising from the errors of the opposing side, either in the form of *bases given on called balls, wild pitched balls, passed balls or pitched balls hitting the batsman*, or by *missed third strikes*. All such errors of the pitcher and catcher being known as *battery errors*, and, in addition to these, by *dropped fly balls, wildly thrown balls, muffed* or *fumbled batted balls*, or *miss catches* of thrown balls, all known as *fielding errors*. When these offsetting drawbacks are counted in it will be seen that the chances for run-getting by the batting side or defence force are not so very much less than are the chances for putting out the batting side by the attacking force. Still, under the rules existing up to the date of the baseball campaign of 1892, the attacking side decidedly had the best of it.

THE NINE PLAYERS AND THEIR DUTIES.

The nine players of the attacking or field force in the game include the *battery* players, viz., the pitcher and catcher—the four *infielders*, viz., the first, second and third basemen and the short stop and the three *outfielders*, which are the *left, center* and *right* fielders. The main reliance of the attacking force is, of course, on the effective work of the pitcher and catcher, which two players should work together as a team to insure the utmost success in their positions. The most effective of pitchers would fail if not ably supported behind the bat by his catcher, and the finest of catchers would be comparatively useless unless facing a first class pitcher. But in their combined work together in the playing of strategic points—known as "headwork"—as a team they become a very potent factor in winning games. Then, too, the success of the attacking force depends largely upon the *infield team*, a quartette of fielders which need to play together as a team as much as the battery players; the first baseman acting as the receiver of the majority of balls fielded in by the other two base players and the short stop, while the second baseman occupies the key position of the infield, inasmuch as he not only has to cover his own position, but also that at *right short;* while the *third baseman's* duties involve the longest distance of throwing to first base of the infield, as also the catching of difficult high foul fly balls. The *short stop* is the rover of the diamond field; he backing up every position, besides covering his own portion of the field, thus playing frequently as a second baseman and also as a third baseman.

The three outfielders should especially work together as a team, each man being on the move the moment the ball is batted to any part of the outfield, the one nearest the flying ball being left to catch it, while the others move so as to be ready to assist in throwing the ball in, or to be in readiness to field the ball in case the catch be missed. The left and center fielders have the most frequent chance for catches, while the right fielder occupies the position requiring the most "headwork" in play, as, under the modern rule of play, right field hitting is a strong point for the batting force to play, and short fly balls are sent in that direction more frequently than to left or center.

The four infielders not only require to be especially well up in fielding hard hit bounding balls, or "daisy cutters"—sharp hits close along the surface of the field—but they also need to be very accurate throwers for short distances, say from thirty to fifty yards; while the outfielders need to be not only first class judges of high fly balls, but also long distance throwers, from seventy-five to a hundred yards at least.

THE PITCHING DEPARTMENT.

The pitcher of a nine requires to be a player who in doing the work of his position possesses that most important essential of first-class work, *thorough command of the ball in delivery*. Having complete mastery of the ball, and being in full control of his temper—another very important requisite—the secondary requirements of speed in delivery, and the ability to *curve* the ball to the required extent, come into play with telling effect; but without control of the ball and of the player's temper, the other essentials fail to offset the loss of the two great points of excellence in pitching.

Next to the full command of the ball comes the ability to use the horizontal curves of the ball in its progress to the bat to the best advantage, and this can only be done where the pitcher can send each curved ball *over the plate*, or so near over that the batsman is deceived in judging the line of the ball. The third element of success in pitching is speed, and this, too, like the handling of the several curves, finds its advantage only when the ball, when swiftly

pitched, is under full control in directing it; wild pitching, whether with curves or without them, being very costly in "battery" errors.

One rule every pitcher would find it advantageous to follow is that of sending in the majority of the balls over the "plate"—viz., the home base. This obliges the batsman to act quickly. Especially is this a point to play when a runner is on first base. All "points" of this character constitute *strategic skill*, or *headwork* in fielding, and the most skillful strategic work in the box is seen when batsmen are thoroughly deceived in judging the line of the ball's delivery.

DELIVERING THE BALL TO THE BAT.

The appended cuts show how the pitcher has to stand—under the revised code of rules of 1893—when about to deliver the ball to the bat.

In figure A the pitcher is seen standing in his position in right form, ready to throw to the bat as required by the new rules. If, while standing with his foot on his position, as in figure A, he takes any step whatever, he must deliver the ball to the bat, otherwise he makes a balk. The step taken is shown in figure B. It will be seen that the pitcher, when about to deliver the ball to the bat—as is shown in figure B—has his *pivot* foot on the space of ground—12 inches long and 4 inches wide—which constitutes the pitcher's "box" under the new code, and within this space his pivot foot must stand when he takes his forward step in delivery, and of course he can take but one such step. If he desires to throw to any base except the home base to catch a runner off the base, he must first stand outside the "box" space, and when so standing he can take any step he likes. But before he can throw to the batsman he must place his foot on the "box" space, otherwise he makes a balk in throwing to the batsman.

FIG. A. FIG. B.

The new rules governing the delivery of the ball to the bat are as follows:

RULE 5. The pitcher's boundary shall be marked by a white rubber plate 12 inches long and 4 inches wide, so fixed to the ground as to be even with the surface, at the distance of 60 feet 6 inches from the outer corner of the home plate, so that a line drawn from the center of the home plate to the center of the second base will give 6 inches on either side.

RULE 27. The pitcher's position. The pitcher shall take his position facing the batsman with both feet squarely upon the ground, one foot in front of and in contact with the pitcher's plate, defined in Rule 5. He shall not raise either foot unless in the act of delivering the ball, *nor make more than one step in such delivery.* He shall hold the ball before delivery *fairly in front of his body and in sight of the umpire.* When the pitcher feints to throw the ball to a base he must resume the above position and pause momentarily before delivering the ball to the bat.

The rules defining the delivery of *fair* and *unfair* balls to the bat are as follows:

RULE 28. A fair ball is a ball delivered by the pitcher while *standing wholly within the lines of his position*, and *facing the batsman*, the ball so delivered to pass *over the home base*, not *lower* than the batsman's knee, nor *higher* than his shoulder, provided a ball so delivered that touches the bat of the batsman in his position shall be considered a batted ball, and in play.

RULE 29. An unfair ball is a ball delivered by the pitcher, as in Rule 28, except that the ball does *not* pass over the home base, or does pass over the home base *above* the batsman's shoulder or *below* the knee.

THE THEORY OF THE CURVE.

The theory of imparting a curve to the ball as it goes horizontally through the air from the pitcher's hand to the bat is very simple.

The position when in the act of delivering a curved ball is shown in the appended cut, which presents a picture of the California statue entitled "The Ball Thrower," the player who posed for it being Douglas Tilden, of California. It shows him holding the ball ready to give it the rotary motion which develops the horizontal curve in delivery.

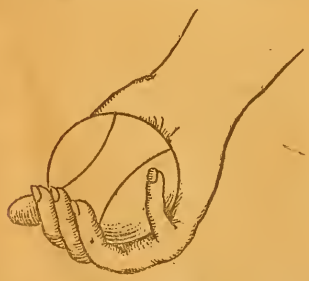
The theory of the curve in delivery is based on the fact that there is a retarding effect produced on that side of the ball which passes through the air quicker than that of the other side; and to produce this retarding effect the ball must be made to *rotate on its axis horizontally* as it passes through the air, the retarding of the ball causing the curve. It will be seen that the chief difficulty in producing

the curve lies in the power to give the ball the required *twist* or rotary motion. This can only be acquired by constant practice and under the direction of an experienced curve pitcher.

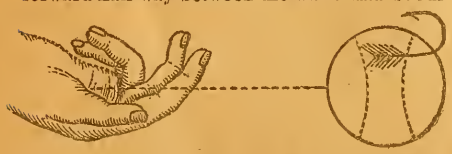
One of these latter "artists of the box," Mr. J. Howard Subers, thus instructs novices in the art of curved pitching as follows:

Out-Curve.—This is the most common, and without which the average pitcher cannot hope to be effective.

It comes straight from the hand and then curves away from the batsman. This curve may be obtained by holding the ball firmly in the right hand with the tips of the first two fingers and thumb; close the other two fingers in the palm of the hand.



Use the underhand throw and bring the hand forward half-way between the waist and shoulder, releasing the ball with the palm upwards and the thumb drawn back, allowing the ball to slide across (not over the tip) the fingers and out between the first finger and thumb.



In-Shoot.—Is almost as common as the "out-curve." It comes straight for a distance, and then curves in toward the batsman.

It is produced by holding the ball in the right hand with the first three fingers pressed to the seam of the ball, and the thumb resting lightly on top of the ball.

Use a straight arm, throw level with the shoulder, allowing the ball to glide out across

the tips of the fingers with the palm of the hand facing the left.

A left-handed pitcher, by following the above directions for an "out-curve," will produce the "in-shoot," because the ball will revolve in the opposite direction. The same may also be said if a left-handed pitcher follows the above rules, for the "in-shoot" he will produce the "out-curve."

Drop Ball.—It comes straight from the pitcher's hand and drops to the ground a short distance from the batsman. Hold the ball as for an "in-shoot," with the tips of the fingers firmly on the seam.

Use the underhand throw, which carries the hand between the waist and knee, allowing the ball to roll off the tips of the fingers with the

palm of the hand upward and the fingers pointing toward the catcher.

THE BATTING DEPARTMENT.

Skillful work in handling the bat in baseball is far more rare in the game now than is effective

pitching or fine fielding, simply because custom, in the methods of practicing the game, gives every advantage for improvement in the fielding department and none at all to that of the batting. The weakest phase of batting, too, is that which has been most encouraged under the existing scoring rules, up to the close of the season of 1892. In the preliminary practice indulged in before commencing match games, the fielders have the best practice and the batsmen none at all. While this kind of thing prevails how can batting improve? All the practice the batting side has in the preliminary half hour before the match game begins, is in batting high balls into the air to give the fielders chances for catches, this being technically termed "fungo" hitting. It is worse than useless for batting practice, as it trains the eye of the batsman to gauge a ball falling *perpendicularly* to the bat, and instead of judging the ball coming to the bat on a horizontal line, as in the regular delivery of the ball from the bat in a match game; the result is that batsmen learn to bat balls in the air instead of batting them to the ground.

TEAM WORK AT THE BAT.

This great essential in successful batting is only accomplished when the batting side go to the bat solely to *bat base runners around the diamond*, and not when their chief efforts are devoted to making a record of total bases scored by their hits. "Team work" at the bat involves *united effort* on the part of the defense side in the game to handle their bats so as to *forward runners* on the bases; and this is best accomplished when single base hits are made, for then the least fatigue is encountered in running bases. Long showy hits to the outfield affording chances for catches do not count in "team work at the bat." It is only the *placed* ball from the bat that tells then. To *place* a ball from the bat is to hit it to any specified or desired part of the field. It is the very opposite of the weak *fungo* hit, and it is the acme of skill at the bat.

THE POSITION AT THE BAT.

In learning to bat correctly, getting the right position in the very beginning is very essential. Here are two cuts illustrative of a good and bad position in batting.

The bat should be poised over the shoulder just prior to striking at the ball, so as to insure a good aim in swinging it forward to hit at the ball; and the forward swing should be made so as to meet the ball on the line of its delivery, and not in such a half circle as to swing under the line of the ball, thereby hitting it in the air, but rather so as to hit it down to the ground. To hold the bat forward of the batsman's person is to oblige him to make a double swing of the bat, one backward and the other forward, thereby weakening the aim of the stroke. In standing within the lines of the position, stand so as to allow your back foot to act as a pivot, with the forward foot free to move, so as to give special direction to the forward swing, either to the right or center field, as occasion may require.

BATTING FOR THE RUNNER.

To bat so as to *forward base runners* from base to base by your hit, should be the sole object of the team-worker at the bat. When no runner is on the bases he can either go in for a single hit, or for a hard hit liner to the outfield yielding two or three bases. But leading off for a home run hit does not pay in the long run. Of course, when the bases are filled then it is worth the risk to try for a homer, especially when two

THE CORRECT POSITION.

THE BAD POSITION.

men are out, and no sacrifice hit can then be made.

The main object of the batsman, when he goes in at the bat to forward a runner around the bases, should be to *place the ball*; that is, to hit it to some particular part of the field best calculated to help the runner to one or more bases. The best *placed* ball in such case is, of course, a hit to right field, on which side of the diamond the fewest fielders stand ready to field the ball, as there are but the first baseman and right fielder to attend to a right field hit, while a hit to the left or left center is covered by the third baseman, the left fielder, the short stop and the second baseman. Sometimes a good judge of a batsman will cover right short field in expectation of a place hit, but generally there are but two men to cover such a hit ball.

SAFE HITS.

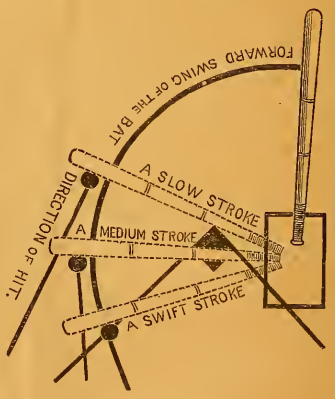
No ball hit *high in the air* is a "safe hit," every chance offered the field side for a catch showing the weakest kind of batting, even if it be a showy long hit to the outfield, known as the *fungo* hit, viz., a hit offering a chance for a catch to an outfielder. Any hit which sends the ball to the fielders, either on the bound or close along the surface of the ground—as in the case of a "daisy cutter"—is superior to the *fungo* hit, even if it be direct to the fielder, as it may have an ugly twist imparted to it by the stroke of the bat.

A safe tap of the ball to short outfield, too far out for any infielder to get under, and yet not far enough out to admit even of a running catch by an outfielder, is a *place* hit, and it is one requiring close calculation of the pitching, and judgment in gauging the forward swing of the bat so as to ensure safety from an outfield catch. Of course the perfect tap hit is that which sends it on a short line over the infielders' heads and then direct to the ground.

Next to the *safe tap* in place hitting comes that most difficult of all hits, the *base hit bunt*. This hit requires the most skillful handling of the bat in making it *bunt* the ball, not hit it, that is, letting the ball simply rebound from the bat as it is held for the ball to hit it. The point in this play is to hit the ball direct to the ground in such a way as to deaden its motion. Another good bunt is to let the ball rebound from the bat so as to rise just above the height of the batsman, and to fall to the ground on fair ground, and rebound to foul ground. This kind of hit invariably earns a base. Bunting is, of course, only likely to be successful when the catcher is not close up behind the bat.

Next to the *bunt* comes the *sacrifice hit*. Now, no skillful batsman goes to the bat purposely to make a sacrifice hit, for that would be as bad as to hit "fungoes." His object every time should be a base hit; but when a runner is on the base, his efforts in trying for a base hit should be to make the attempt to hit for a base in such a way as to ensure a sacrifice hit if the base hit should fail. A *sacrifice hit* is only made when the ball from the hit goes to the field in such a way as to oblige the fielder to *throw it to first base*, thereby safely forwarding the runner. There is an exception to this rule when one man only is out, and that is in the case of a long hit to the outfield, which, if the ball be caught, enables the runner to steal a base on the catch, this being known as a *sacrifice fly*. But this play is now useless under the new code.

Batting in baseball "up to date" may be said to be a neglected art. Not one batsman in a hundred ever thinks of studying the *art* of batting. Headwork batsmen like Ward, O'Rourke, Ewing, Anson and a few others, make efforts that way, but the majority take up their bats and go in for slugging at the ball with all their might, trusting to chance as to where the ball will go, their single idea being to send it as far out in the field as possible, only a small minority taking their stand at the bat well posted in all the points of team work at the bat, ready to match strategic skill in handling the ash point for point against headwork pitching from the "box." In studying the art of batting, an important point is that of learning the bearings of the natural swing of the bat in meeting the ball, and the different results which follow a swift and a slow stroke in measuring the forward swing of the bat, a swift stroke meeting the ball forward of the base, and a slow stroke backward of it. The lines of these various strokes are seen in the appended cut.



This point of studying up the bearings of the forward swing of the bat, combined with the point of *facing for position*, make up the art of batting. This facing for position is a subject calling for some study of the rules which govern it. Just as a man stands at the bat, just so will the regular or forward swing of the bat meet the ball, all things, of course, being equal, viz., the rapidity of the forward swing being in proportion to the speed of the delivered ball. But the general direction of the ball, from a regular and proportioned swing of the bat, is governed by the manner in which the batsman stands when prepared to strike at the ball—that is, in proportion as he "faces" for the right, the center or the left. As a general rule, in order to send a ball to the right he should face almost as if the first baseman was going to pitch the ball to him, and not to the pitcher.

Here is a cut showing how the batsman should stand when facing for a right field hit.

THE ART OF BASE RUNNING.

Base running in baseball has come to be as much of an art almost as strategic pitching, and it is certainly one of the most important elements of success in the game. Your team may include one of the best "batteries"—pitcher and catcher—in the profession, and also have an excellent supporting team in the field; but without the strong point of excellence in base running in your team, a third of its strength will be wanting at the least. Effective pitching is a great aid to success, so is skillful batting; but it is equally as necessary to a successful issue of the contest after a base has been obtained by a good hit, that other bases should be secured by skillful running of bases. It is a difficult task to get to first base safely in the face of the effectual fire from a first-class club "battery," backed up by good support in the field; but it is still more difficult when the base is safely reached, to secure the other three bases. The fact is, a greater degree of intelligence is required in the player who would excel in base running than is needed either in fielding or in batting. Any soft-brained heavy weight can occasionally hit a ball for a home run, but it requires a shrewd, intelligent player, with his wits about him, to make a successful base runner. Indeed, base running is the most difficult work a player has to do in the game. To cover infield positions properly, a degree of intelligence in the player is required which the majority do not as a general rule possess; but to excel in base running such mental qualifications are required as only a small minority are found to possess. Presence of mind, prompt action on the spur of the moment, quickness of perception, and coolness and nerve are among the requisites of a successful base runner. Players habitually accustomed to hesitate to do this, that or the other, in attending to the varied points of a game, can never become good base runners. There is so little time allowed to judge of the situation that prompt action becomes a necessity with the base runner. He must "hurry up" all the time. Then, too, he must be daring in taking risks, while at the same time avoiding recklessness in running. Though fast running is an important aid in base running, a fast runner who lacks judgment, coolness, and, in fact, "headwork" in his running, will not equal a poor runner who possesses the nerve and intelligence required for the work. The great point in the art of base running is to know when to start, and to start promptly when the favorable opportunity is offered.

THE NEW RULES OF THE GAME.

The code of playing rules of the National League of Professional Ball Clubs governs every professional club in the country for 1893. The revision made by the committee of rules of the league, and adopted March 8, 1893, resulted in the following code of playing rules which contain many important changes made in the code of 1892.

THE PLAYING RULES OF PROFESSIONAL BASEBALL CLUBS.

AS ADOPTED BY THE NATIONAL LEAGUE AND AMERICAN ASSOCIATION OF PROFESSIONAL BASEBALL CLUBS.

THE BALL GROUND.

RULE 1. The ground must be an inclosed field, sufficient in size to enable each player to play in his position as required by these rules.

RULE 2. The infield must be a space of ground thirty yards square.

THE BASES.

RULE 3. The bases must be:

SEC. 1. Four in number, and designated as first base, second base, third base and home base.

SEC. 2. The home base must be of whitened rubber twelve inches square, so fixed in the ground as to be even with the surface, and so placed in the corner of the infield that two of its sides will form part of the boundaries of said infield.

SEC. 3. The first, second and third bases must be white canvas bags, fifteen inches square, and filled with some soft material, and so placed that the center of the second base shall be upon its corner of the infield, and the center of the first and third bases shall be on the lines running to and from second base and seven and one-half inches from the foul lines, providing that each base shall be entirely within the foul lines.

SEC. 4. All the bases must be securely fastened in their positions.

THE FOUL LINES.

RULE 4. The foul lines must be drawn in straight lines from the outer corner of the home base, along the outer edge of the first and third bases, to the boundaries of the ground.

THE POSITION LINES.

RULE 5. The pitcher's boundary shall be marked by a white rubber plate twelve inches long and four inches wide, so fixed in the ground

as to be even with the surface at the distance of sixty feet six inches from the outer corner of the home plate, so that a line drawn from the center of the home base and the center of the second base shall give six inches on either side.

RULE 6. The catcher's lines must be drawn from the outer corner of the home base, in continuation of the foul lines, straight to the limits of the ground back of the home base.

RULE 7. The captain's or coacher's line must be a line fifteen feet from and parallel with the foul lines, said lines commencing at a line parallel with and seventy-five feet distant from the catcher's lines, and running thence to the limits of the grounds.

RULE 8. The player's lines must be drawn from the catcher's lines to the limits of the ground, fifty feet distant from and parallel with the foul lines.

RULE 9. The batsman's lines must be straight lines forming the boundaries of a space on the right, and of a similar space on the left of the home base, six feet long by four feet wide, extending three feet in front of and three feet behind the center of the home base, and with its nearest line distant six inches from the home base.

RULE 10. The three feet lines must be drawn as follows: From a point on the foul line from home base to first base, and equally distant from such bases shall be drawn a line on foul ground, at a right angle to said foul line, and to a point three feet distant from it; thence running parallel with said foul line, to a point three feet distant from the first base; thence in a straight line to the foul line, and thence upon the foul line to point of beginning.

RULE 11. The lines designated in Rules 4, 6, 7, 8, 9 and 10 must be marked with chalk or other suitable material, so as to be distinctly seen by the umpire. They must all be so marked their entire length, except the captain's and player's lines, which must be so marked for a distance of at least thirty-five yards from the catcher's lines.

THE BALL.

RULE 12. The ball:

SEC. 1. Must not weigh less than five or more than five and one-quarter ounces avoirdupois, and measure not less than nine nor more than nine and one-quarter inches in circumference. The Spalding League Ball or the Reach American Association Ball must be used in all games played under these rules.

SEC. 2. For each championship game two balls shall be furnished by the home club to the umpire for use. When the ball in play is batted over the fence or stands, on to foul ground out of sight of the players, the other ball shall be immediately put into play by the umpire. As often as one of the two in use shall be lost, a new one must be substituted, so that the umpire shall at all times, after the game begins, have two for use. The moment the umpire delivers a new or alternate ball to the pitcher it comes into play, and shall not be exchanged until it, in turn, passes out of sight on to foul ground. At no time shall the ball be intentionally discolored by rubbing it with the soil or otherwise.

SEC. 3. In all games the ball or balls played with shall be furnished by the home club, and the last ball in play becomes the property of the winning club. Each ball to be used in championship games shall be examined, measured and weighed by the secretary of the association, enclosed in a paper box and sealed with the seal of the secretary, which seal shall not be broken except by the umpire in the presence of the captains of the two contesting nines after play has been called.

SEC. 4. Should the ball become out of shape, or cut or ripped so as to expose the yarn, or in any way so injured as to be—in the opinion of the umpire—unfit for fair use, the umpire, upon being appealed to by either captain, shall at once put the alternate ball into play and call for a new one.

THE BAT.

RULE 13. The bat:

Must be made wholly of hard wood, except that the handle may be wound with twine, or a granulated substance applied, not to exceed eighteen inches from the end.

It must be round, not exceed two and one-half inches in diameter in the thickest part, and must not exceed forty-two inches in length.

THE PLAYERS AND THEIR POSITIONS.

RULE 14. The players of each club in a game shall be nine in number, one of whom shall act as captain, and in no case shall less than nine men be allowed to play on each side.

RULE 15. The players' positions shall be such as may be assigned them by their captain, except that the pitcher must take the position as defined in Rules 5 and 18.

RULE 16. Players in uniform shall not be permitted to occupy seats among the spectators.

RULE 17. Every club shall adopt uniforms for its players, but no player shall attach anything to the sole or heel of his shoes other than the ordinary baseball shoe plate.

PLAYERS' BENCHES.

RULE 18. The players' benches must be furnished by the home club, and placed upon a portion of the ground outside of, and not nearer than twenty feet to the players' lines. One such bench must be for the exclusive use of the visiting club and one for the exclusive use of the home club, and the players of the competing teams shall be required to occupy their respective benches during the progress of the game.

THE GAME.

RULE 19. SECTION 1. Every championship game must be commenced no later than two hours before sunset.

SEC. 2. A game shall consist of nine innings to each contesting nine, except that,

(a) If the side first at bat scores less runs in nine innings than the other side has scored in eight innings, the game shall then terminate.

(b) If the side last at bat in the ninth inning scores the winning run before the third man is out, the game shall terminate.

A TIE GAME.

RULE 20. If the score be a tie at the end of nine innings to each side, play shall only be continued until the side first at bat shall have scored one or more runs than the other side, in an equal number of innings, or until the other side shall score one or more runs than the side first at bat.

A DRAWN GAME.

RULE 21. A drawn game shall be declared by the umpire when he terminates a game on account of darkness or rain, after five equal innings have been played if the score at that time is equal on the last even innings played; but if the side that went second to the bat is then at the bat and has scored the same number of runs as the other side, the umpire shall declare the game drawn without regard to the score of the last equal innings.

A CALLED GAME.

RULE 22. If the umpire calls "game" on account of darkness or rain at any time after five innings have been completed, the score shall be that of the last equal innings played, unless the side second at bat shall shall haved scored one or more runs than the side first at bat, in which case the score of the game shall be the total number of runs made.

A FORFEITED GAME.

RULE 23. A forfeited game shall be declared by the umpire in favor of the club not in fault, at the request of such club, in the following cases:

SEC. 1. If the nine of a club fail to appear upon a field, or being upon a field fail to begin the game within five minutes after the umpire has called "play," at the hour appointed for the beginning of the game, unless such delay in appearing or in commencing the game be unavoidable.

SEC. 2. If, after the game has begun, one side refuses or fails to continue playing, unless such game has been suspended or terminated by the umpire.

SEC. 3. If, after play has been suspended by the umpire, one side fails to resume playing within *one minute* after the umpire has called "play."

SEC. 4. If a team resorts to dilatory practice to delay the game.

SEC. 5. If, in the opinion of the umpire, any one of these rules is wilfully violated.

SEC. 6. If, after ordering the removal of a player, as authorized by Rule 56, Sec. 5, said order is not obeyed within five minutes.

SEC. 7. In case the umpire declares a game forfeited, he shall transmit a written notice thereof to the president of the association within twenty-four hours thereafter.

NO GAME.

RULE 24. "No Game" shall be declared by the umpire if he shall terminate play on account of rain or darkness, before five innings on each side are completed except in a case when the game is called, the club second at bat shall have more runs at the end of its fourth inning than the club first at bat has made in its five innings. Then the umpire shall award the game to the club having made the greatest number of runs, and it shall be a game, and be so counted in the championship record.

SUBSTITUTES.

RULE 25. SECTION 1. In every championship game each team shall be required to have present on the field, in uniform, one or more substitute players.

SEC. 2. Any such player may be substituted at any time by either club, but no player thereby retired shall thereafter participate in the game.

SEC. 3. The base runner shall not have a substitute run for him, except by consent of the captains of the contesting teams.

CHOICE OF INNINGS—CONDITION OF GROUND.

RULE 26. The choice of innings shall be given to the captain of the home club, who shall also be the sole judge of the fitness of the ground for beginning a game after rain.

THE PITCHER'S POSITION.

RULE 27. The pitcher shall take his position facing the batsman with both feet square on the ground, and in front of the pitcher's plate, but in the act of delivering the ball one foot must be in contact with the pitcher's plate defined in Rule 5. He shall not raise either foot, unless in the act of delivering the ball, nor make more than one step in such delivery. He shall hold the ball, before delivery, fairly in front of his body, and in sight of the umpire. When the pitcher feigns to throw the ball to a base he must resume the above position and pause momentarily before delivering the ball to the bat.

THE DELIVERY OF THE BALL—FAIR AND UNFAIR BALLS.

RULE 28. A fair ball is a ball delivered by the pitcher while standing in his position, and facing the batsman, the ball so delivered to pass over the home base, not lower than the batsman's knee, nor higher than his shoulder.

RULE 29. An unfair ball is a ball delivered by the pitcher, as in Rule 28, except that the ball does not pass over the home base, or does pass over the home base above the batsman's shoulder or below the knee.

BALKING.

RULE 30. A balk shall be

SECTION 1. Any motion made by the pitcher to deliver the ball to the bat without delivering it.

SEC. 2. The holding of the ball by the pitcher so long as to delay the game unnecessarily.

SEC. 3. Any motion in delivering the ball t the bat by the pitcher while not in the position defined in Rule 27.

DEAD BALLS.

RULE 31. A dead ball is a ball delivered to the bat by the pitcher that touches any part of the batsman's person or clothing while standing in his position without being struck at; or any part of the umpire's person or clothing, while on foul ground, without first passing the catcher.

RULE 32. In case of a foul strike, foul hit ball not legally caught out, dead ball or base runner put out for being struck by a fair hit ball, the ball shall not be considered in play until it is held by the pitcher standing in his position.

BLOCK BALLS.

RULE 33. SECTION 1. A block is a batted or thrown ball that is stopped or handled by any person not engaged in the game.

SEC. 2. Whenever a block occurs the umpire shall declare it, and base runners may run the bases without being put out until the ball has been returned to and held by the pitcher standing in his position.

SEC. 3. In case of a block if the person not engaged in the game should retain possession of the ball, or throw or kick it beyond the reach of the fielders, the umpire shall call "time," and require each base runner to stop at the last base touched by him until the ball be returned to the pitcher standing in his position.

THE BATSMAN'S POSITION—ORDER OF BATTING.

RULE 34. The batsmen must take their positions within the batsmen's lines, as defined in Rule 9, in the order in which they are named in the batting order, which batting order must be submitted by the captains of the opposing teams to the umpire before the game, and when approved by him this batting order must be followed, except in the case of a substitute player, in which case the substitute must take the place of the original player in the batting order. After the first inning the first striker in each inning shall be the batsman whose name follows that of the last man who has completed his turn —time at bat—in the preceding inning.

RULE 35. SECTION 1. When their side goes to the bat the players must immediately return to the players' bench as defined in Rule 18, and remain there until the side is put out, except when batsman or base runner; provided that the captain and one assistant only may occupy the space between the players' lines and the captain's lines to coach base runners.

SEC. 2. No player of the side at bat, except when batsman, shall occupy any portion of the space within the catcher's lines, as defined in Rule 6. The triangular space behind the home base is reserved for the exclusive use of the umpire, catcher and batsman, and the umpire must prohibit any player of the side "at bat" from crossing the same at any time while the ball is in the hands of or passing between the pitcher and catcher while standing in their positions.

SEC. 3. The players of the side "at bat" must occupy the portion of the field allotted them, but must speedily vacate any portion thereof that may be in the way of the ball, or any fielder attempting to catch or field it.

THE BATTING RULES.

RULE 36. A fair hit is a ball batted by the batsman, standing in his position, that first touches the ground, the first base, the third base, any part of the person of a player, umpire or any object in front of or on foul lines, or batted directly to the ground by the batsman, standing in his position, that (whether it first touches foul or fair ground) bounds or rolls within the foul lines, between home and first, or home and third bases, without interference by a player.

RULE 37. A foul hit is a ball batted by the batsman, standing in his position, that first touches the ground, any part of the person of a player, or any object behind either of the foul lines, or that strikes the person of such batsman, while standing in his position, or batted directly to the ground by the batsman, standing in his position, that (whether it first touches foul or fair ground) bounds or rolls outside the foul lines, between home and first or home and third bases without interference by a player. *Provided*, that a foul hit not rising above the batsman's head and caught by the catcher playing within ten feet of the home base, shall be termed a foul tip.

BALLS BATTED OUTSIDE THE GROUNDS.

RULE 38. When a batted ball passes outside the grounds, the umpire shall decide it fair should it disappear within, or foul should it disappear outside of the range of the foul lines, and Rules 36 and 37 are to be construed accordingly.

RULE 39. A fair batted ball that goes over the fence shall entitle the batsman to a home run, except that should it go over the fence at a less distance than two hundred and thirty-five feet from the home base, when he shall be entitled to two bases, and a distinctive line shall be marked on the fence at this point.

STRIKES.

RULE 40. A strike is

SECTION 1. A ball struck at by the batsman without its touching his bat; or

SEC. 2. A fair ball legally delivered by the pitcher, but not struck at by the batsman.

SEC. 3. Any obvious attempt to make a foul hit.

RULE 41. A foul strike is a ball batted by the batsman when any part of his person is upon ground outside the lines of the batsman's position.

THE BATSMAN IS OUT.

RULE 42. The batsman is out:

SECTION 1. If he fails to take his position at the bat in his order of batting, unless the error be discovered and the proper batsman takes his position before a fair hit has been made; and in such case the balls and strikes called must be counted in the time at bat of the proper batsman. *Provided*, this rule shall not take effect unless *the out* is declared before the ball is delivered to the succeeding batsman.

SEC. 2. If he fails to take his position within one minute after the umpire has called for the batsman.

SEC. 3. If he makes a foul hit other than a foul tip, as defined in Rule 37, and the ball be momentarily held by a fielder before touching the ground, provided it be not caught in a fielder's hat or cap, or touch some other object than a fielder before being caught.

SEC. 4. If he makes a foul strike.

SEC. 5. If he attempts to hinder the catcher from fielding or throwing the ball by stepping outside the lines of his position, or otherwise obstructing or interfering with that player.

SEC. 6. If, while the first base be occupied by a base runner, three strikes be called on him by the umpire, except when two men are already out.

SEC. 7. If, after two strikes have been called the batsman obviously attempts to make a foul hit, as in Section 3, Rule 40.

BASE RUNNING RULES.

WHEN THE BATSMAN BECOMES A BASE RUNNER.

RULE 43. The batsman becomes a base runner:

SECTION 1. Instantly after he makes a fair hit.

SEC. 2. Instantly after four balls have been called by the umpire.

SEC. 3. Instantly after three strikes have been declared by the umpire.

SEC. 4. If, while he be a batsman, his person —excepting hands or forearm, which makes it a dead ball—or clothing be hit by a ball from the pitcher, unless—in the opinion of the umpire—he intentionally permits himself to be so hit.

SEC. 5. Instantly after an illegal delivery of a ball by the pitcher.

BASES TO BE TOUCHED.

RULE 44. The base runner must touch each base in regular order, viz., first, second, third and home bases; and when obliged to return (except on a foul hit) must retouch the base or bases in reverse order. He shall only be considered as holding a base after touching it, and shall then be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding base runner.

ENTITLED TO BASES.

RULE 45. The base runner shall be entitled, without being put out, to take the base in the following cases:

SECTION 1. If, while he was batsman, the umpire called four balls.

SEC. 2. If the umpire awards a succeeding batsman a base on four balls, or for being hit with a pitched ball, or in case of an illegal delivery—as in Rule 43, Sec. 4—and the base runner is thereby forced to vacate the base held by him.

SEC. 3. If the umpire calls a "balk."

SEC. 4. If a ball delivered by the pitcher pass the catcher and touch the umpire or any fence or building within ninety feet of the home base.

SEC. 5. If upon a fair hit the ball strikes the person or clothing of the umpire on fair ground.

SEC. 6. If he be prevented from making a base by the obstruction of an adversary.

SEC. 7. If the fielder stop or catch a batted ball with his hat, or any part of his dress.

RETURNING TO BASES.

RULE 46. The base runner shall return to his base, and shall be entitled to so return without being put out:

SECTION 1. If the umpire declare foul tip (as defined in Rule 37) or any other foul hit not legally caught by a fielder.

SEC. 2. If the umpire declares a foul strike.

SEC. 3. If the umpire declares a dead ball, unless it be also the fourth unfair ball, and he be thereby forced to take the next base, as provided in Rule 45, Sec. 2.

SEC. 4. If the person or clothing of the umpire interferes with the catcher, or he is struck by a ball thrown by the catcher to intercept a base runner.

WHEN BASE RUNNERS ARE OUT.

RULE 47. The base runner is out:

SECTION 1. If, after three strikes have been declared against him while batsman, and the catcher fail to catch the third strike ball, he plainly attempts to hinder the catcher from fielding the ball.

SEC. 2. If, having made a fair hit while batsman, such fair hit ball be momentarily held by a fielder, before touching the ground, or any object other than a fielder: *Provided*, it be not caught in a fielder's hat or cap.

SEC. 3. If, when the umpire has declared three strikes on him, while batsman, the third strike ball be momentarily held by a fielder before touching the ground: *Provided*, it be not caught in a fielder's hat or cap, or touch some object other than a fielder before being caught.

SEC. 4. If, after three strikes or a fair hit, he be touched with the ball in the hand of a fielder *before* he shall have touched first base.

SEC. 5. If, after three strikes or a fair hit, the ball be securely held by a fielder, while touching first base with any part of his person, *before* such base runner touches first base.

SEC. 6. If, in running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside the three feet lines, as defined in Rule 10, unless to avoid a fielder attempting to field a batted ball.

SEC. 7. If, in running from first to second base, from second to third base, or from third to home base, he runs more than three feet from a direct line between such bases to avoid being touched by the ball in the hands of a fielder; but in case a fielder be occupying the base runner's proper path, attempting to field a batted ball, then the base runner shall run out of the path, and behind said fielder, and shall not be declared out for so doing.

SEC. 8. If he fails to avoid a fielder attempting to field a batted ball, in the manner described in Sections 6 and 7 of this rule, or if he in any way obstructs a fielder attempting to field a batted ball, or intentionally interferes with a thrown ball: *Provided*, that if two or more fielders attempt to field a batted ball, and the base runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not decide the base runner out for coming in contact with any other fielder.

SEC. 9. If, at any time while the ball is in play, he be touched by the ball in the hands of a fielder, unless some part of his person is touching a base he is entitled to occupy: *Provided*, the ball be held by the fielder after touching him; but (exception as to first base), in running to first base he may overrun said base without being put out for being off said base after first touching it, provided he returns at once and retouches the base, after which he may be put out as at any other base. If, in overrunning first base, he also attempts to run to second base, or, after passing the base he turns to his left from the foul line, he shall forfeit such exemption from being put out.

SEC. 10. If, when a fair or foul hit ball (other than a foul tip as referred to in Rule 37) is legally caught by a fielder, such ball is legally held by a fielder on the base occupied by the base runner when such ball was struck (or the base runner be touched with the ball in the hands of a fielder), before he retouches said base after such fair or foul hit ball was so caught: *Provided*, that the base runner shall not be out in such case, if, after the ball was legally caught as above, it be delivered to the bat by the pitcher before the fielder holds it on said base, or touches the base runner with it; but if the base-runner in attempting to reach a base, detaches

it before being touched or forced out, he shall be declared safe.

SEC. 11. If, when a batsman becomes a base runner, the first base, or the first and second bases, or the first, second and third bases be occupied, any base runner so occupying a base shall cease to be entitled to hold it, until any following base runner is put out, and may be put out at the next base or by being touched by the ball in the hands of a fielder in the same manner as in running to first base, at any time before any following base runner is put out.

SEC. 12. If a fair hit ball strike him *before touching the fielder*, and in such case no base shall be run unless forced by the batsman becoming a base runner, and no run shall be scored, or any other base runner put out.

SEC. 13. If when running to a base or forced to return to a base, he fail to touch the intervening base or bases if any, in the order prescribed in Rule 44, he may be put out at the base he fails to touch, or by being touched by the ball in the hands of a fielder, in the same manner as in running to first base.

SEC. 14. If, when the umpire calls "play," after any suspension of a game, he fails to return to and touch the base he occupies when "time" was called before touching the next base.

WHEN BATSMAN OR BASE RUNNER IS OUT.

RULE 48. The umpire shall declare the batsman or base runner out, without waiting for an appeal for such decision, in all cases where such player is put out in accordance with these rules, except as provided in Rule 47, Sections 10 and 14.

COACHING RULES.

RULE 49. The coachers are restricted to coaching the base runner only, and are not allowed to address any remarks except to the base runner; and then only in words of necessary direction; and shall not use language which will in any manner refer to or reflect upon a player of the opposing club, or the spectators, and not more than two coachers, who may be one player participating in the game and any other player under contract to it, in the uniform of either club, shall be allowed at any one time. To enforce the above the captain of the opposite side may call the attention of the umpire to the offence, and upon a repetition of the same the offending player shall be debarred from further coaching during the game.

THE SCORING OF RUNS.

RULE 50. One run shall be scored every time a base runner, after having legally touched the first three bases, shall touch the home base before three men are put out by (exception). If the third man is forced out, or is put out before reaching first base, a run shall not be scored.

THE UMPIRE.

RULE 51. The umpire shall not be changed during the progress of a game, except for reason of illness or injury.

HIS POWERS AND JURISDICTION.

RULE 52. SECTION 1. The umpire is master of the field from the commencement to the termination of the game, and is entitled to the respect of the spectators, and any person offering any insult or indiguity to him must be promptly ejected from the grounds.

SEC. 2. He must be invariably addressed by the players as Mr. Umpire: and he must compel the players to observe the provisions of all the playing rules, and he is hereby invested with authority to order any player to do or omit to do any act as he may deem necessary, to give force and effect to any and all of such provisions.

SPECIAL DUTIES.

RULE 53. The umpire's duties shall be as follows:

SECTION 1. The umpire is the sole and absolute judge of play. In no instance shall any person except the captains of the competing teams be allowed to address him or question his decisions, and they can only question him on an interpretation of the rules. No manager or any other officer of either club shall be permitted to go on the field or address the umpire, under a penalty of a forfeiture of a game.

SEC. 2. Before the commencement of a game the umpire shall see that the rules governing all the materials of the game are strictly observed. He shall ask the captain of the home club whether there are any special ground rules to be enforced, and if there are, he shall see that they are duly enforced, provided they do not conflict with any of these rules.

SEC. 3. The umpire must keep the contesting nines playing constantly from the commencement of the game to its termination, allowing such delays only as are rendered unavoidable by accident, injury or rain. He must, until the completion of the game, require the players of each side to promptly take their positions in the field as soon as the third man is put out, and must require the first striker of the opposite side to be in his position at the bat as soon as the fielders are in their places.

SEC. 4. The umpire shall count and call every "unfair ball" delivered by the pitcher, and every "dead ball," if also an unfair ball, as a "ball," and he shall also count and call every "strike." Neither a "ball" nor a "strike" shall be counted or called until the ball has passed the home base. He shall also declare every "dead ball," "block," "foul hit," "foul strike" and "balk."

CALLING "PLAY" AND "TIME."

RULE 54. The umpire must call "play" promptly at the hour designated by the home club, and on the call of "play" the game must immediately begin. When he calls "time" play shall be suspended until he calls "play" again, and during the interim no player shall be put out, base be run or run be scored. The umpire shall suspend play only for an accident to himself or a player (but in case of accident to a fielder, "time" shall not be called until the ball be returned to and held by the pitcher, standing in his position), or in case rain falls so heavily that the spectators are compelled by the severity of the storm to seek shelter, in which case he shall note the time of suspension, and should such rain continue to fall thirty minutes thereafter, he shall terminate the game; or to enforce order in case of annoyance from spectators.

RULE 55. The umpire is only allowed, by the rules, to call "time" in case of an accident to himself or a player, a "block," as referred to in Rule 33, Sec. 3, or in case of rain, as defined by the rule.

INFLICTING FINES.

RULE 56. The umpire is empowered to inflict fines of not less than $5 nor more than $25 for the first offence on players during the progress of a game, as follows:

SECTION 1. For indecent or improper language addressed to a spectator, the umpire or any player.

SEC. 2. For the captain or coacher wilfully failing to remain within the legal bounds of his position, except upon an appeal by the captain from the umpire's decision upon a misinterpretation of the rules.

SEC. 3. For disobedience by a player of any other of his orders or for any other violation of these rules.

SEC. 4. In case the umpire imposes a fine on a player, he shall at once notify the captain of the offending player's side, and shall transmit a written notice thereof to the president of the Association or League within twenty-fours thereafter, under the penalty of having said fine taken from his own salary.

SEC. 5. The umpire shall, under no circumstances, remove a player from the game except upon a repetition of the offences prescribed in Secs. 1, 2 and 3.

FIELD RULES.

RULE 57. No club shall allow open betting or pool selling upon its ground, nor in any building owned or occupied by it.

RULE 58. No person shall be allowed upon any part of the field during the progress of the game, in addition to the players in uniform, the manager on each side and the umpire; except such officers of the law as may be present in uniform, and such officials of the home club as may be necessary to preserve the peace.

RULE 59. No umpire, manager, captain or player shall address the spectators during the progress of the game, except in case of necessary explanation.

RULE 60. Every club shall furnish sufficient police force upon its own grounds to preserve order, and in the event of a crowd entering the field during the progress of a game, and interfering with the play in any manner, the visiting club may refuse to play further until the field be cleared. If the ground be not cleared within fifteen minutes thereafter, the visiting club may claim, and shall be entitled to, the game by a score of nine runs to none (no matter what number of innings have been played.)

GENERAL DEFINITIONS.

RULE 61. "Play" is the order of the umpire to begin the game, or to resume play after its suspension.

RULE 62. "Time" is the order of the umpire to suspend play. Such suspension must not extend beyond the day of the game.

RULE 63. "Game" is the announcement by the umpire that the game is terminated.

RULE 64. "An inning" is the term at bat of the nine players representing a club in a game, and is completed when three of such players have been put out as provided in these rules.

RULE 65. "A time at bat" is the term at bat of a batsman. It begins when he takes his position, and continues until he is put out or becomes a base runner; except when, because of being hit by a pitched ball, or in case of an illegal delivery by the pitcher, or in case of a sacrifice hit purposely made to the infield, which, not being a base hit, advances a base runner without resulting in a put out, except to the batsman, as in Rule 43.

RULE 66. "Legal" or "legally" signifies as required by these rules.

SCORING.

RULE 67. In order to promote uniformity in scoring championship games the following instructions, suggestions and definitions are made for the benefit of scorers, and they are required to make all scores in accordance therewith.

BATTING.

SECTION 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at the bat during the game. The time or times when the player has been sent to base by being hit by a pitched ball, by the pitcher's illegal delivery, or by a base on balls, shall not be included in this column.

SEC. 2. In the second column should be set down the runs made by each player.

SEC. 3. In the third column should be placed the first base hits made by each player. A base hit should be scored in the following cases:

When the ball from the bat strikes the ground within the foul lines, and out of reach of the fielders.

When a hit ball is partially or wholly stopped by a fielder in motion, but such player cannot recover himself in time to handle the ball before the striker reaches first base.

When a hit ball is hit so sharply to an infielder that he cannot handle it in time to put out the batsman. In case of doubt over this class of hits, score a base hit, and exempt the fielder from the charge of an error.

When a ball is hit so slowly toward a fielder that he cannot handle it in time to put out the batsman.

That in all cases where a base runner is retired by being hit by a batted ball, the batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the umpire, as defined in Rule 37.

SEC. 4. In the fourth column shall be placed sacrifice hits, which shall be credited to the batsman, who, when but one man is out advances a runner a base on a fly to the outfield or a ground hit, which results in putting out the batsman, or would so result if handled without error.

FIELDING.

SEC. 5. The number of opponents put out by each player shall be set down in the fifth column. Where a batsman is given out by the umpire for a foul strike, or where the batsman fails to bat in proper order, the put out shall be scored to the catcher.

SEC. 6. The number of times the player assists shall be set down in the sixth column. An assist should be given to each player who han-

dles the ball in assisting a run out or other play of the kind.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who could complete the play fails, through no fault of the player assisting.

And generally an assist should be given to each player who handles or assists in any manner in handling the ball from the time it leaves the bat until it reaches the player who makes the put out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a way that a put out results, or would result if no error were made by the receiver.

ERRORS.

SEC. 7. An error shall be given in the seventh column for each misplay which allows the striker or base runner to make one or more bases when perfect play would have insured his being put out, except that "wild pitches," "bases on balls," "bases on the batsman being struck by a pitched ball," or case of illegal pitched balls, balks and passed balls, shall not be included in said column. In scoring errors of batted balls see Section 3 of this rule.

STOLEN BASES.

SEC. 8. Stolen bases shall be scored as follows:

Any attempt to steal a base must go to the credit of the base runner, whether the ball is thrown wild or muffed by the fielder, but any manifest error is to be charged to the fielder making the same. If the base runner advances another base he shall not be credited with a stolen base, and the fielder allowing the advancement is also to be charged with an error. If a base runner makes a start and a battery error is made, the runner secures the credit of a stolen base, and the battery error is scored against the player making it. Should a base runner overrun a base and then be put out, he shall receive the credit for the stolen base. If a base runner advances a base on a fly out, or gains two bases on a single base hit, or an infield out, or attempted out, he shall be credited with a stolen base, provided there is a possible chance and a palpable attempt made to retire him.

EARNED RUNS.

SEC. 9. An earned run shall be scored every time the player reaches the home base unaided by errors before chances have been offered to retire the side.

THE SUMMARY.

RULE 68. The summary shall contain:

SECTION 1. The number of earned runs made by each side.

SEC. 2. The number of two-base hits made by each player

SEC. 3. The number of three-base hits made by each player.

SEC. 4. The number of home runs made by each player.

SEC. 5. The number of bases stolen by each player.

SEC. 6. The number of double and triple plays made by each side, with the names of the players assisting in the same.

SEC. 7. The number of men given bases on called balls by each pitcher.

SEC. 8. The number of men given bases from being hit by pitched balls.

SEC. 9. The number of men struck out.

SEC. 10. The number of passed balls by each catcher.

SEC. 11. The number of wild pitches by each pitcher.

SEC. 12. The time of game.

SEC. 13. The name of the umpire.

INDEX TO RULES AND REGULATIONS.

CRICKET.

HOW TO PLAY THE GAME.

Twenty-two players constitute a full complement of contestants in a cricket match, eleven playing on each side, one eleven composing the attacking force in the game who occupy the positions in the field, while the other side attends to the defence, they sending two men to the bat at one time, one at each wicket, and the batting side remain in until they are all put out in regular order, save one man, who is left to carry his bat out, which he may do after a long innings and a good score, or without having struck at a single ball. There are eleven regular positions occupied in the field, viz., the *bowler*, the *wicket keeper*, and the *long stop*, all fixed positions, as a rule; though in facing swift bowling the wicket keeper also frequently stands back from the wicket and attends to the long stop's duties, thereby saving a man for the "slips." There are two bowlers, too, in an eleven, one at each wicket, each acting as a fielder when not bowling at his end. The assisting corps of fielders, outside of the three leading positions, are those who stand at *point*, *cover point*, *short leg* and *long leg;* at the *slips*, at *midwicket*, and at *long field*.

The American youth will understand the positions by comparing them with those on the baseball field. Thus the *bowler* and the *wicket keeper* in cricket act as the "battery" of the ball field; that is, as pitcher and catcher. The *long stop* is an extra catcher who stops balls passing the wicket keeper. *Point* stands similarly to the first baseman, and *midwicket* to that of short stop, with *short leg* acting as third baseman; *cover point* is located similarly to the right fielder, though not so far out, while *long field* stands where the center fielder does, and *long leg* at left field back of the foul line. The *slips* are positions which find no counterpart in baseball, as they stand back of the foul lines, ready to field balls "tipped" or "slipped" from the bat back of the foul line; while the fielders at "square leg" and "short leg" look after balls hit back of the foul line on the left.

The positions on a cricket field are, of course, ...rially changed at the command of the cap- ... of the eleven, or at the request of the ...wlers. Thus, if a bowler is going to bowl for ...tches he will place men in position in *long* ...*ld*, equivalent to right center and left field, ...d two more as left short and right short, ... *midwicket* positions, this, of course, lessen- ...g the number of fielders back of the line of the batsman's wicket. But if he is going to bowl fast, he strengthens his force behind the wicket in the *slips*, and withdraws them from in front. The diagram on the opposite page shows the leading positions in the field, as also the direction of the several hits made in the game, and the terms applied to them.

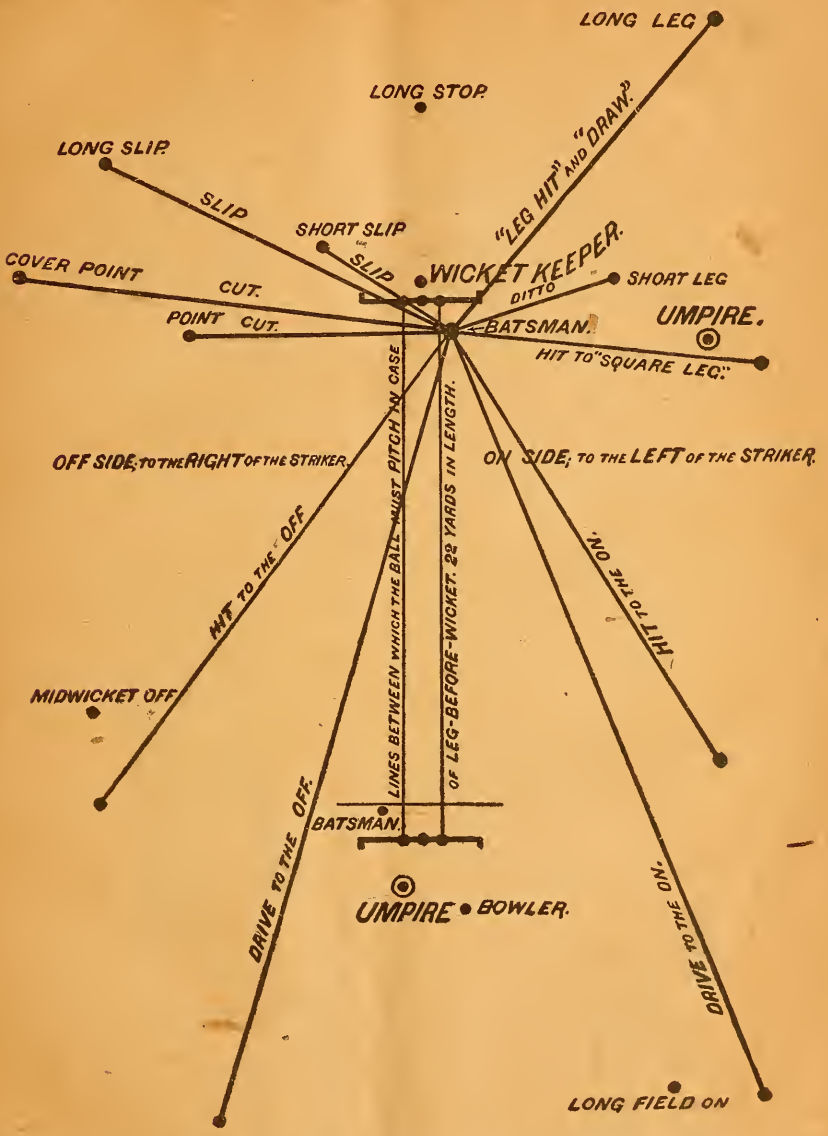
When the umpire, standing behind the bowler's wicket at the bowler's end, calls "play"—the other umpire standing on a line with the batsman's wicket, near short leg's position, to judge run outs—the bowler proceeds to bowl an *over*, that is, a certain number of balls in succession, from four to six, according as the match is a two or three days' contest or a one day's match. The object of the bowler is to bowl down his opponent's wicket, or, failing in that, to get him to hit the ball in the air for a catch. The object of the opposing batsman is, of course, first to defend his wicket, and in so doing strive to hit the ball safely enough to the field to escape being put out by a catch, and to run to the opposite wicket before he can be thrown out there, in which case he scores a run. The batsman, in cricket, has the option of hitting at the ball for run getting, or of simply blocking it in defence, he not being obliged to run when he hits the ball, as a batsman in baseball has to do.

When the *bowler*, at the starting end, finishes his bowling "over," the *bowler* at the other end takes the ball and begins his *over*, and this change in the bowling necessitates the changing of the positions in the field; those who stand back of the batsman's wicket in the first "over" crossing to similar positions back of the opposite wicket, these changes of positions occuring after every *over* is called. The batsmen, of course, do not change their ends only after a hit is made and a run scored.

The *bowler*, in delivering the ball to the bat, can only *bowl* it, that is, he can neither *throw* it overhand or underhand, or *jerk* it. But he can *pitch* it to the bat, or bowl it underhand to the bat or overhand, but no kind of *throw* is allowed the bowler, the umpire penalizing the bowler for a violation of the regular rules by calling "no ball" after each ball thus illegally delivered. The umpire also penalizes the bowler in all cases of balls pitched out of the legitimate reach of the batsman, and "wide" of the wicket by calling *wide;* each "no ball" or "wide" counting as a run scored, whether the batsmen run between wickets or not, and just as many runs as can be made on such balls increase the cost of the penalties.

The batsman can be put out in cricket in seven different ways: first, by being *bowled out;* second, by being *caught out;* third, by being *run out* between wickets, and fourth, by being *stumped out;* then, too, he is out if he *handles the ball* while standing at the wicket or after batting the ball; and he is out if he prevents the bowled ball from hitting the wicket by placing his *leg in the way* of the bowled ball. He is also out if he steps in front of the batting crease while the ball is in play, and he fails to get back before the bails of his wicket are knocked off. Thus it will be seen that the batsman can be disposed of in seven different ways, not counting willful interference with a fielder in fielding a ball.

Ten of the eleven men only can be put out by the opposite side, one man of the batting side always being left to carry his bat out, a very creditable point of play to make if he has chances afforded him to score runs and he accepts them. *Two innings* on each side constitutes a game, and the side scoring the largest aggregate of runs in these two innings wins the



game. In one day matches, if two innings on each side are not played to a finish, then the score of the first innings decide the contest, the runs in the incompleted innings not counting.

There is no limit as to time in playing the two innings on each side in a match game, except by mutual agreement; consequently a two innings a side match may be decided in one day, two days or three days. In Australia they have frequently occupied the best part of four days in playing a first-class match. It is the length of time in playing a match which is the great distinctive feature between cricket and baseball, the former requiring as many days for a match as the other does hours.

THE SEVERAL DEPARTMENTS OF THE GAME.

THE BOWLING.

There are three special departments in the game of cricket, viz., *bowling*, *batting* and *fielding*. Of these the bowling is the most important, for there can be no thoroughly good cricket playing without special excellence in the bowling department. The elements of success in bowling are: First, *thorough command of the ball* in delivery, so as to secure a good *length*. Second, the headwork in *strategic skill* sufficient to outwit the batsmen. Third, the *speed* requisite to give full effect to the attack on the wicket, and the control of the ball in causing it to *rotate on its axis* after leaving the bowler's hand; this latter point of play causing the dangerous "break back," or "work in" of the ball at an eccentric angle from its rebound from the ground to the wicket; the former darting in at a tangent on the "off" stump of the wicket, and the latter *curving* in on the leg stump.

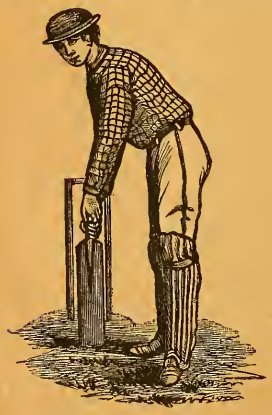
THE BATTING.

The batsman at cricket has a double duty to perform, inasmuch as he has not only to bat so as to *score runs*, but he has first to look to the thorough *defence of his wicket*. What with the speed of the bowled ball in delivery, allowing but a moment to judge the pitch of the ball, and the uncertain angle of the rebound of the ball from the ground to the wicket, occasioned by the bias or "twist" imparted to it by the bowler's hand, the task of defending the wicket is no light one in itself; while to do this well, and at the same time to be on the watch to hit every ball, which is at all off the wicket, for run getting, adds to the difficulties the batsman has to encounter.

THE BATSMAN'S POSITION.

The batsman is legally entitled to stand anywhere back of the line in front of the wicket, known as the *popping crease*. While he is back of this line he is safe from being *stumped* out or *run* out; but the moment he steps in front of the line he is outside of the citadel and open for capture.

In standing at the wicket he should stand with his bat, as shown in the appended cut.



A GOOD POSITION,

and not in such bad form as is seen in the following cut.

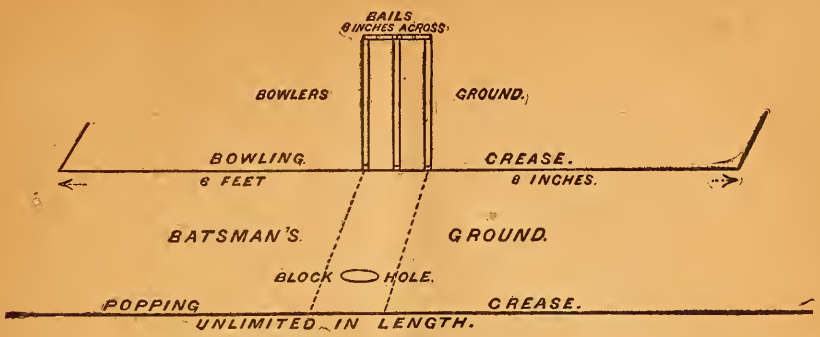
A BAD POSITION.

The wicket keeper's position is shown in the following cut.

The diagram on the opposite page shows the lines of the batsman's position, as also that of the bowler.

The batsman can defend his wicket only with his bat, and not with any part of his person, especially his legs, in which latter case he is given out "leg before wicket." But if he be standing outside of his ground or position when the ball is in the hands of the wicket keeper, and the bails of his wicket be knocked off before he can get back again, or place his bat, in hand, within the line of his position, he is out.

The bowler, too, must keep back of the line of his position when in the act of delivering the ball, or otherwise he will be penalized by having "no ball" called on him by the umpire at his end. So long as his front foot be kept back of the bowling crease he cannot be "no balled," unless he *jerks* the ball, or *throws* it to the wicket, either by an underhand or overhand throw.



GOLDEN RULES FOR CRICKET.

The following rules for cricket are known in England as Lillywhite's "Golden Rules for Young Crickets," and they are to be commended for their valuable hints, as well as for their brevity.

I. Go when you are told by your captain cheerfully, whether first or last on the list; it is his fault, and not yours, if you are put in the wrong place.

II. Think only of winning the match, and not of your own innings or average; sink self and play for your side.

III. Make up your mind that every ball may take your wicket, and play very steady for the first over or two, even if the bowling is not first-rate; if prepared for defense you are doubly prepared to hit a loose ball.

IV. Except under *special* circumstances (Vide Rule XIV.) never run a sharp run, or run one instead of two; or two instead of three, for the sake of getting the next hit.

V. Be equally anxious to run your partner's runs, and every bye you safely can (although the byes do not appear to your name in the score) as you are to run for your own hits.

VI. When the bowling is very quick, and long stop is a long way behind, arrange with your partner, if possible, to run a bye for every ball, until you drive your opponent to take a man from the field to back up behind the bowler, to save overthrows from long stop. This will probably occasion the withdrawal of one man from the slips.

VII. If the field get wild, take every advantage you can by drawing for overthrows; if the field once begin throwing at the wickets their discipline is gone. In carrying out this and Rule VI., great judgment is required, as you are backing your steadiness against your enemies' anxiety.

VIII. Remember the batsman has five things to trust to, viz., his brains, his eyes, his arms, his legs and his tongue, and he *must* use them *all*.

IX. The striker ought to be stone blind to every ball which passes his wicket, or is hit behind his wicket; he is a blind man, and the non-striker is the blind man's dog, and ought to lead him straight. The same rule applies to the non-striker in respect to balls driven past him or out of his sight.

X. The man who has the ball in sight ought to keep his partner informed of his movements. *Ex. grat.*, the non-striker (who ought to back up directly the ball is out of the bowler's hand) should cry "not yet," if the run for a hit behind the wicket or bye is not certain; and then cry "hold" if there is no run; or "one," "two" or "three," as the case may be, if there is a bye, or a hit past the field. So for a hit to deep middle off or middle on out of non-striker's sight, the striker ought to cry "go back," if there is no run, or "one," etc., as the case may be, if there is a run. After the first run made the player whose wicket is most in danger has the call.

XI. In the case of a hit within view of both batsmen, such as a ball hit slowly to deep cover point, either batsman has the right to say "no" if called, for both wickets are in equal danger.

XII. After drawing your partner past recall, you are bound to go, and run yourself out if necessary, be you who you may.

XIII. No matter what you think of the umpire's decision, if he gives you out go away and make the best of it.

XIV. If the batsman is well set, and making a score, and a few runs are wanted, and there is a weak tail to the eleven, he is right when a fresh man comes in in trying to "jockey the over," and get the ball; this is not selfishness, as he is throwing away a chance of a "not out," and may pull the match out of the fire.

XV. If the bowling is very slow and the batsman makes up his mind to go in at it, he should not give the bowler a hint by any movement what he is after, but stand like a statue till the ball is out of the bowler's hand.

XVI. If the batsman does go in and means hitting, let him go far enough and right in toward the pitch of the ball, so as to catch it at full pitch or half volley, and hit with all his might and main; if stumped, he may just as well be four yards off his ground as four inches.

XVII. If a batsman either does not know, or will not practice the rules of running, his partner is quite at liberty to use his own judgment, and to turn round and look after the byes, hits behind wickets, etc,, and if a bad runner insists on running himself out, his partner may let him commit suicide as soon as he pleases.

XVIII. Never keep your partner in doubt by prowling about outside your wicket, moving backward and forward over the crease like a

dancing bear, or a mute outside a gin shop, doubtful whether he is going in or out.

RULES OF CRICKET.

1. The ball must weigh not less than five ounces and a half nor more than five ounces and three-quarters. It must measure not less than nine inches, nor more than nine inches and one-quarter in circumference. At the beginning of each innings either party may call for a new ball.

2. The bat must not exceed four inches and one-quarter in the widest part; it must not be more than thirty-eight inches in length.

3. The stumps must be three in number; twenty-seven inches out of the ground; the bails eight inches in length; the stumps of equal and of sufficient thickness to prevent the ball from passing through.

4. The bowling crease must be in a line with the stumps; six feet eight inches in length; the stumps in the center; with a return crease at each end toward the bowler at right angles.

5. The popping crease must be four feet from the wicket, and parallel to it, unlimited in length, but not shorter than the bowling crease.

6. The wickets must be pitched opposite to each other by the umpires at the distance of twenty-two yards.

7. It shall not be lawful for either party during the match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or beating, except at the commencement of each innings, when the ground may be swept and rolled, unless the next side going in object to it. This rule is not meant to prevent the striker from beating the ground with his bat near to the spot where he stands during the innings, nor to prevent the bowler from filling up holes with sawdust, etc., when the ground is wet.

8. After rain the wickets may be changed with the consent of both parties.

9. The bowler shall deliver the ball with one foot on the ground behind the bowling crease, and within the return crease, and he shall bowl one "over" before he change wickets, which he shall be permitted to do twice in the same innings; and no bowler shall bowl more than two overs in succession.

10. The ball must be bowled; if thrown or jerked the umpire shall call no ball.

11. The bowler may require the striker at the wicket from which he is bowling to stand on that side of it which he may direct.

12. If the bowler shall so toss the ball over the striker's head, or bowl it so wide that in the opinion of the umpire it shall not be fairly within the reach of the batsman, the umpire shall adjudge one run to the party receiving the innings, either with or without an appeal, which run shall be put down to the score of wide balls; such balls shall not be reckoned as one of the four balls; but if the batsman shall by any means bring himself within reach of the ball, the run shall not be adjudged.

13. If the bowler delivers a "no ball," or a "wide ball," the striker shall be allowed as many runs as he can get, and he shall not be put out except by running out. In the event of no run being obtained by any other means, then one shall be added to the score of "no balls" or "wide balls," as the case may be. All runs obtained for "wide balls" to be scored to "wide balls." The names of the bowlers who bowl "wide balls" or "no ball," in future to be placed on the score, to show the parties by whom either score is made. If the ball shall first touch any part of the striker's dress or person (except his hands)—and a run be scored—the umpire shall call "leg bye."

14. At the beginning of each innings the umpire shall call "play;" from that time to the end of each innings, no trial ball shall be allowed to any bowler.

15. The striker is out if either of the bails be bowled off, or if a stump be bowled out of the ground.

16. Or, if the ball, from the strokes of the bat, or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher.

17. Or, if in striking, or at any other time while the ball shall be in play, both his feet shall be over the popping crease, and his wicket put down, except his bat be grounded within it.

18. Or, if in striking at the ball he hit down his wicket.

19. Or, if under pretence of running, or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out.

20. Or, if the ball be struck and he wilfully strike it again.

21. Or, if in running the wicket be struck down by a throw, or by the hand or arm (with the ball in hand) before his bat (in hand) or some part of his person be grounded over the popping crease. But if both bails be off, a stump must be struck out of the ground.

22. Or, if any part of the striker's dress knocks down the wicket.

23. Or, if the striker touches or takes up the ball while in play, unless at the request of the opposite party.

24. Or, if with any part of his person he stops the ball, which in the opinion of the umpire at the bowler's wicket, shall have been pitched in a straight line from it to the striker's wicket, and would have hit it.

25. If the players have crossed each other, he that runs for the wicket which is put down is out.

26. A ball being caught, no run shall be reckoned.

27. A striker being run out, that run which he and his partner were attempting shall not be reckoned.

28. If a lost ball be called, the striker shall be allowed six runs; but if more than six shall have been run before "lost ball" shall have been called, then the striker shall have all which have been run.

29. After the ball shall have been finally settled in the wicket keeper's or bowler's hand, it shall be considered dead; but when the bowler is about to deliver a ball, if the striker at his wicket go outside of the popping crease before such actual delivery, the said bowler may put him out unless (with reference to the 21st law) his bat in hand, or some part of his person, be within the popping crease.

30. The striker shall not retire from his wicket and return to it to complete his innings,

after another has been in, without the consent of the opposite party.

31. No substitute shall in any case be allowed to stand out or run between wickets for another person without the consent of the opposite party; and in case any person shall be allowed to run for another, the striker shall be out if either he or his substitute be off the ground in manner mentioned in laws 17 and 21, while the ball is in play.

32. In all cases where a substitute shall be allowed, the consent of the opposite party shall also be obtained as to the person to act as substitute, and the place in the field which he shall take.

33. If any fieldsman stop the ball with his hat, the ball shall be considered dead, and the opposite party shall add five runs to their score; if any run they shall have five in all.

34. The ball having been hit, the striker may guard his wicket with his bat or any part of his body except his hands, that the 23d law may not be disobeyed.

35. The wicket keeper shall not take the ball for the purpose of stumping, until it has passed the wicket; he shall not move until the ball be out of the bowler's hand; he shall not by any noise incommode the striker, and if any part of his person be over or before the wicket, although the ball hit it, the striker shall not be put out.

THE UMPIRES' DUTIES.

36. The umpires are the sole judges of fair and unfair play, and all disputes shall be determined by them, each at his own wicket; but in case of a catch, which the umpire at the wicket bowled from, cannot see sufficiently to decide upon, he may apply to the other umpire, whose opinion shall be conclusive.

37. The umpires in all matches shall pitch fair wickets, and the parties shall toss up for choice of innings. The umpires shall change wickets after each party has had one innings.

38. They shall allow two minutes for each striker to come in, and ten minutes between each innings. When the umpire shall call "play," the parties refusing to play shall lose the match.

39. They are not to order a striker out unless appealed to by their adversaries.

40. But if one of the bowler's feet be not on the ground behind the bowling crease and within the return crease when he shall deliver the ball, the umpire at his wicket, unasked, must call "no ball."

41. If either of the strikers run a short run, the umpire must call "one short."

42. No umpire shall be allowed to bet.

43. No umpire is to be changed during a match, unless with the consent of both parties, except in violation of 42d law; then either party may dismiss the transgressor.

44. After the delivery of four balls the umpire must call "over," but not until the ball shall be finally settled in the wicket keeper's or bowler's hands—the ball shall then be considered dead; nevertheless, if an idea be entertained that either of the strikers are out, a question may be put previously to, but not after, the delivery of the next ball.

45. The umpire must take especial care to call "no ball" instantly upon delivery; "wide ball" as soon as it shall pass the striker.

46. The players who go in second shall follow their innings, if they have obtained 80 runs less than their antagonists, except in all matches limited to one day's play, when the number shall be 60 instead of 80.

47. When one of the strikers shall have been put out, the use of the bat shall not be allowed to any person until the next striker shall come in.

SINGLE WICKET.

That phase of cricket known as "single wicket," is just suited for occasions when outing parties cannot well raise contesting sides for a game of cricket to the required extent of eleven players on each side. Single wicket can be played with three on a side, while four are sufficient. The rules of the game as published in "Chadwick's American Cricket Guide" are given below for the information of young cricket readers:

THE PLAYERS.

1. When there shall be less than five players on a side bounds shall be placed twenty-two yards each in a line from the off and leg stump.

[In this case stumps are placed in the ground distant twenty-two yards from the outer stumps of the wicket, and in a direct line with the line of the wicket. The ball, to be fairly hit, must touch the ground in front of the line formed by these boundary stumps and the wicket.]

A FAIR HIT.

2. The ball must be hit before the bounds to entitle the striker to a run, which run cannot be obtained unless he touch the bowling stump or crease in a line with his bat, or some part of his person, or go beyond them, returning to the popping crease as at double wicket, according to the 21st law.

[According to this rule the batsman in single wicket cannot score a run by a hit unless, after hitting a ball, he run down to the bowler's stump and touch it—or run round it—and get back into his own ground at the wicket before his wicket be put down.]

NO HIT.

3. When the striker shall hit the ball one of his feet must be on the ground, and behind the popping crease, otherwise the umpire shall call "no hit."

[The striker in hitting the ball must have one foot on the ground within the lines of his position, or the umpire must call "no hit," in which case no run can be scored. He cannot, therefore, step forward to meet the ball as in double wicket.]

LESS THAN FIVE PLAYERS.

4. When there shall be less than five players on a side neither byes nor overthrows shall be allowed, nor shall the striker be caught out behind the wicket, nor stumped out.

[When more than five players take part in the play on each side, the rules of the double wicket prevail, except as refers to there being two wickets and two batsmen.]

RETURNING THE BALL.

5. The fieldsman must return the ball so that it shall cross the play between the wicket and bowling stump, or between the bowling stump and the bounds; the striker may run until the ball be so returned.

[The boundary of the field referred to in the words "crossing the play" is marked by the lines from the bowling stump to the boundary stumps, this space forming an equilateral triangle.]

MAKING A DOUBLE RUN.

6. After the striker shall have made one run, if he start again, he must touch the bowling stump and turn before the ball cross the play to entitle him to another.

[In the case of attempting a double run, if before the striker touch the bowler's stump the ball be thrown in so as to cross either of the boundary lines of the play no run can be scored.]

7. The striker shall be entitled to three runs for lost ball, and the same number for ball stopped with hat, with reference to 28th and 33d laws of double wicket.

8. When there shall be more than four players on a side there shall be no bounds. All hits, byes and overthrows shall be allowed.

9. The bowler is subject to the same laws as at double wicket.

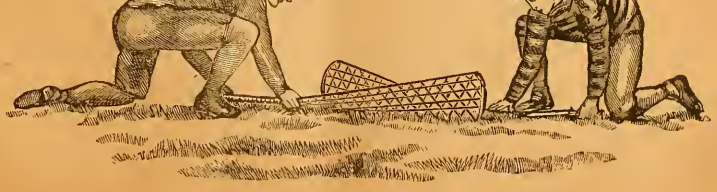
10. Not more than one minute shall be allowed between each ball.

It will be seen by the above rules that the batsman cannot step out of his ground to hit the ball, as he can in double wicket. This is an important difference. Two players can engage in single wicket, but it is hard work for the fielder.

LACROSSE.

THE modern Canadian game of lacrosse—a game which stands next, in the order of manly field sports, to the old English game of cricket and our American national game of baseball—was evolved from the American Indian sport of "Bagataway;" a rough game in which the young Indian warriors were trained to endurance of fatigue and were prepared for close combats when on the warpath. With the aboriginals hundreds of players took part in the game, the goals frequently being a mile apart. It is now nearly half a century since the white residents of Canada took up the game as a companion sport to cricket and football, and then it was that the contestants in a match were limited to twelve players on each side, and a special code of rules adopted which eliminated the rough features of the Indian method of playing it. Since that time the rules have been improved considerably. The "father of lacrosse" in the United States may be said to be Mr. J. R. Flannery, of New York, who, from its first introduction to the metropolis at the old Capitoline Ground, Brooklyn, in the sixties, has done more to foster the game than any other one individual.

Lacrosse is a game, as played under the rules of the American Lacrosse Association, which has no superior in the opportunities it affords for pedestrian exercise, combined with great endurance, pluck, nerve, courage and great agility of movement. Moreover, it is a scientific game, one affording great opportunities for strategic skill. The game is played by twelve players on each side, one player from each team occupying the position respectively of "goal keeper," "points," "cover points," "centers," "home fielders" and defence fielders generally, each occupant of these positions standing near to each other, the one as an attacking party and the other as that of the defence. When the game begins the ball is placed on the ground by the umpire, and the two center fielders face each other as shown in the appended cut, and at the call of "play" each struggles to gain



possession of the ball by means of their crosse sticks or bats, and then all of the twelve players on the one side strive either to run with the ball lying on their crosses, until they get within reach of their opponents' goal, when they endeavor to throw the ball between the goal posts, which, if they succeed in doing, they win a goal, and the majority of goals scored within a given time decides the contest. The twelve on the other side not only strive to prevent their opponents from scoring, but also endeavor to score goals themselves. Here is a diagram showing the positions in the field which the players on each side occupy when the game begins, each player having an opposing player by his side, twenty-four players taking part in the contest, each carrying a crosse; besides which there is an umpire at each goal to decide as to the ball's passing between the posts, and a referee to decide all other points in dispute, together with two captains or "coachers," whose duty it is to instruct the twelve players in strategic points of play, but who neither of them carry a crosse stick or are allowed to touch the ball or a player.

THE FIELD POSITION.

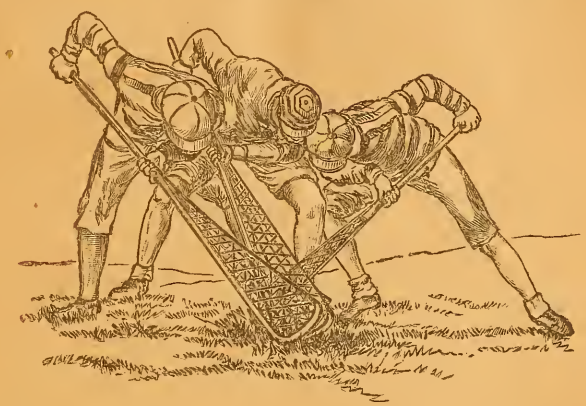
The game is so full of opportunities for the employment of strategic points of play that it would require pages to describe them in full.

One of the great merits of lacrosse as an exercise is that it develops the muscles evenly, as the action is not confined to any one particular set of muscles. Then, too, it makes a youth active and teaches him to think and act quickly. Another feature of the game is, that every player of each side is called upon in one way or other to do active work in the field, thus keeping the whole team in action. Moreover, the theory of the game is simple and readily understood, and the sport is inexpensive in its equipments, and it can also be played on any ordinary turf field. Here is a picture showing the goal posts and the goal keeper.

The first essential in the make up of a lacrosse player is that he should be an expert pedestrian, good in "sprint" running, and one who can do a hundred yards in a dozen seconds. Another requisite is thorough control of temper, combined with nerve and pluck and the ability to endure fatigue; for though a goal can be taken in a few minutes, it frequently happens that a tough contest will use up the best part of an hour before a goal is scored.

The first lesson in lacrosse playing is, of course, that of learning to use the crosse, and the novice begins his work with practice in *picking up the ball* with the end of his stick. This seems simple enough, but the novice will find it quite a task, and one requiring patient practice. First he must pick it up readily while walking, then while on the run, and this latter feat it is which will test his ability most. Then he must learn to *carry the ball* on his crosse and keep it balanced there while the stick is moved up and down and in and out to avoid the efforts of an opposing player to knock the ball off the crosse. Next comes the art of *catching the ball* on his crosse, and this needs a great deal of practice, as the ball so readily rebounds from the net of his crosse. He must not only be expert in catching high falling balls, but also in holding with his stick sharp line balls which come to him horizontally, as they do when thrown sharply to the goal. In catching the ball the stick must be allowed to yield to the

falling motion of the ball, or it will rebound out of the net. After learning to pick the ball up, and to catch it, the novice next turns his attention to the art of *throwing* it from his crosse, and this is not the easy task imagined, as the player frequently has to throw with speed immediately after a catch or a pick up. The throwing, too, is divided up into swift, high long throws, short and swift line throws, and just a tossing throw. Of course, accuracy of aim in throwing is a desideratum, especially when making short throws to the goal. Then, too, one has to throw at times when running at full speed, and also to make throws over one's back, and to the right or left as occasion may require. So it will be seen that throwing in lacrosse is quite an art. The medium distance throw is made when the ball



rests on the middle of the net; the long distance throw being made when it is near the end of the net. A hundred yard throw is a good one, but a throw of 148 yards has been accomplished. An essential for the novice is to begin practice with a good lacrosse stick.

One of the most attractive features of the game is skilful strategic work in *passing the ball* from one player—hard pressed by an active opponent—to another player of your own side. Next comes the art of *dodging* an attacking opponent while running with the ball on your crosse. In fact the game is full of points which would require lengthy chapters to describe. As a field sport for young collegians it is greatly superior to football, as the latter game is now played.

THE RULES OF LACROSSE

THE CROSSE.

1. The crosse may be of any length to suit the player; woven with catgut, which must not be bagged. ("Catgut" is intended to mean rawhide gut or clock strings; not cord or soft leather.) The netting must be flat when the ball is not on it. In its widest part the crosse shall not exceed one foot. A string must be brought through a hole at the side of the tip of the turn, to prevent the point of the stick catching an opponent's crosse. A leading string resting upon the top of the stick may be used, but must not be fastened so as to form a pocket, lower down the stick than the end of the length strings. The length strings must be woven to within two inches of their termination, so that the ball cannot catch in the meshes.

2. No kind of metal, either in wire or sheet, nor screws or nails to stretch things, shall be allowed upon the crosse. Splices must be made either with string or gut.

3. Players may change their crosse during a match.

THE BALL.

4. The ball to be used in all match games must be of sponge rubber. In each match a new ball must be used, furnished by the home team. It shall become the property of the winning team.

5. The ball shall be of the size of the ball marked No. 40 regulation, by the manufacturers.

THE GOALS.

6. The goals must be at least 125 yards from each other, and in any position agreeable to the captains of both sides. The top of the flag poles must be six feet above the ground, including any top ornament, and six feet apart. In matches they must be furnished by the challenged party.

7. No attacking player must be within six feet of either of the flag poles, unles the ball has passed cover point's position on the field.

REFEREE.

8. The referee shall be selected by the captains. His authority shall commence from the time of his appointment.

9. When "foul" has been called by either captain, the referee shall immediately call "time," after which the ball must not be touched by either party, nor must the players move from the positions in which they happen to be at the moment, until the referee has called "play." If a player should be in possession of the ball when "time" is called, he must drop it on the ground. If the ball enters goal after "time" has been called, it shall not count.

10. When game is claimed and disallowed, the referee shall order the ball to be faced for, from where it is picked up; but in no case must

it be closer to the goals than ten (10) yards in any direction.

UMPIRES.

1. There shall be one umpire at each goal. They shall stand behind the flags when the ball is near or nearing their goal. In the event of game being claimed, the umpire at the goal shall at once decide whether or not the ball has fairly passed through the flags, his decision simply being "game" or "no game," without comment of any kind. He shall not be allowed to express an opinion, and his decision shall in all cases be final, without appeal.

2. No person shall be allowed to speak to an umpire, or in any way distract his attention, when the ball is near or nearing the goal.

3. In the event of the field captains failing to agree upon the umpires, after three nominations have been made by each party, it shall be the duty of the referee to appoint one or more umpires as may be required, who shall not be one of the persons objected to, who must be duly qualified, as required by this rule.

CAPTAINS.

Captains to superintend the play shall be appointed by each side previous to the commencement of a match. They shall be members of the club by whom they are appointed, and no other. They may or may not be players in the match; if not, they shall not carry crosse, nor shall they be dressed in lacrosse uniform. They shall select umpires and referees, as laid down in these rules, toss for choice of goals, and these alone shall be entitled to call "foul" during a match. They shall report any infringement of the laws during a match to the referee.

NAMES OF PLAYERS.

The players on each side shall be designated as follows: "Goal keeper," who defends the goal; "point," first man out from goal; "cover point," in front of point; "center," who faces; "home," nearest opponents' goal; others shall be termed "fielders."

THE GAME.

MISCELLANEOUS.

1. Twelve players shall constitute a full team.

2. The game must be started by the referee facing the ball in the center of the field between a player on each side. The ball shall be laid upon the ground between the sticks of the players facing, and when both sides are ready the referee shall call "play." The players facing shall have their left side toward the goal they are attacking, and shall not be allowed to use a left handed crosse.

3. A match shall be decided by the winning of the most goals in every match, unless otherwise agreed upon. Games must in all cases be won by putting the ball through the goal from the front side.

4. Either side may claim at least five minutes' rest, and not more than ten, between each game.

5. After each game players must change goals.

6. No change of players must be made after a match has commenced except for reason of accident or injury during the game.

7. Should any player be injured during a match and compelled to leave the field, the opposite side shall drop a man to equalize the teams. In the event of any dispute between field captains as to the injured player's fitness to continue the game, the matter shall at once be decided by the referee.

RULE X.

No player shall wear spiked soles or boots, and any player attempting to evade this law shall be ruled out of the match.

The ball must not be touched with the hand, save in cases of Rules xii. and xiii.

The goal keeper while defending goal within the goal crease, may put away with his hand, or block the ball in any manner with his crosse or body.

Should the ball lodge in any place inaccesible to the crossse, it may be taken out with the hand, and the party picking it up must "face" with his nearest opponent.

Balls thrown out of bounds must be "faced" for at the nearest spot within the bounds, and all players remain in their places until the ball is "faced." The referee shall see that this is properly done, and when both sides are ready shall call "play." The bounds must be definitely settled by the captains before the commencement of the match.

Should the ball be accidentally put through a goal by one of the players defending it, it is game for the side attacking the goal; should it be put through the goal by one not actually a player, it shall not count.

Should the ball catch on the netting the crosse must be struck on the ground to dislodge it.

The following shall constitute *fouls*, and be punished as such by the referee:

1. No player shall grasp an opponent's crosse with his hands, hold it with his arms or between his legs, nor shall any player more than six feet from the ball hold his opponent's crosse with his crosse, run in front of him or interfere in any way to keep him from the ball until another player reaches it.

No player with his crosse or otherwise shall hold, deliberately strike or trip another, nor push with his hand, nor wrestle with his legs so as to throw an opponent.

No player shall hold the ball in his crosse with his hand or person, or lay or sit on it.

No player shall charge into another after he has thrown the ball.

The crosse or square check which consists of one player charging into another with both hands on the crosse so as to make the crosse strike the body of his opponent, is strictly forbidden.

No player shall interfere in any way with another who is in pursuit of an opponent in possession of the ball.

"Shouldering" is allowed only when the players are within six feet of the ball, and then from the side only. No player must, under any circumstances, run into or shoulder an opponent from behind.

The referee shall be the judge of fouls, and shall call time to decide them only at the request of the captains or the men appointed by them.

When a foul is allowed by a referee, the player fouled shall have the option of a free "run" or

"throw" from the place where the foul occurred. For this purpose all players within ten feet of said player shall move away to that distance, all others retaining their positions. But if a foul is allowed within twenty yards of the goal, the man fouled shall move back that distance from goal before taking the run or throw allowed him.

If a foul is claimed and time called, and then not allowed, the player accused of fouling shall be granted a free "run" or "throw" under the conditions above mentioned.

No player shall throw his crosse at a player or or at the ball, under any circumstances; and such action will be considered a "foul." Should a player lose his crosse during the game he shall consider himself "out of play," and shall not be allowed to touch the ball in any way until he again recovers it. Kicking the ball is absolutely prohibited to players without a crosse.

Any player considering himself purposely injured during the play must report to his captain, who must report to the referee, who shall warn the player complained of.

For deliberate fouls which occasion injury to opponents, or affect the result of the game, for the first offence the referee shall have power to suspend the player committing it, for the rest of the game (not match); for a second offence, the referee may remove the offending player and compel his side to finish the match short handed.

Any player deliberately striking another, or raising his hand to strike, shall be immediately ruled out of the match.

In the settlement of any dispute, whether by the umpires or referee, it must be distinctly understood that the captains, with one player each, to be selected by them, have the right to speak on behalf of their respective clubs; and any proposition or facts that any player may wish brought before the referee must come through the captains, or players selected by them.

In event of a flag pole being knocked down during the match, and the ball put through what would be the goal if the flag pole were standing, it shall count game for the attacking side.

FOOTBALL.

THE old English game of football was originally designed as an exciting and invigorating open field game for English college students and school boys, to be played during the interregnum of the cricket season from late autumn to early spring each year; but of late years it has degenerated into the roughest and most dangerous of all our field games of ball, it having led to more deaths on the field and more permanent bodily injuries than all other known field sports put togother, not even excepting the dangerous sport of fox hunting. Football, as played under the old Gaelic rules, is one of the liveliest of field games, but as played under the English Rugby School rules, or even according to the English Football Association rules, it loses half its value as a sport, and becomes chiefly a game in which wrestling, and even fighting, are amongst its main features; especially is this the case when played under the modern code of the American College football rules, which include the worst features of the Rugby game and the least attractive methods of the Association game. The English Association rules forbid the ball being handled in the game; while the Rugby rules make the running with the ball in hand the most striking feature of the game; the American college game being a mixture of the two English games. The fact that in one season, in the decade of the eighties, the football season in England was made a record year for the fatal casualties which occurred on the field in football games, illustrates the dangerous nature of the modern method of playing the game; as, in the year referred to, no less than 140 accidents occurred in football in England, of which over *forty resulted fatally*, while the others ended in injuries lasting a lifetime, in the form of broken limbs and shoulder-blades, ruptures and other injuries of a like character. For the past five years in the United States not a football season has passed without deaths from injuries sustained on the college fields; while serious injuries have been as frequent as the games played, and all this because the brutal wrestling and fighting features of the college game have not been eliminated from the rules, and strategic points of play in kicking the ball introduced to replace the rough wrestling and pugilistic features of the modern college game. As football is now played under college rules it is absurd to call the game football, the only real football game now in vogue in this country being that known as the Gaelic game. According to the rules of the Gaelic football clubs of the metropolis—numbering over a dozen clubs—the only way of forwarding a ball to a goal is by *kicking* it, or *batting* it with the hand.

The ball is not allowed to be held in the hand and thrown, or be carried on the run as in the college football game, consequently all the wrestling and fighting characteristics of the American college game, as also that of the game played under the English Rugby rules, and with the dangerous scrimmages of the Association rules, are eliminated, and football in reality is substituted. In the Gaelic game, after the ball has been caught, the player catching it may kick it in any way he chooses; but in making a field kick the ball must be kicked from the ground.

Another method of forwarding the ball peculiar to the Gaelic game is that of bounding it forward by short bounds while it is hit by the hand, this method requiring great agility and rapid running. There is so much activity in a game of Gaelic football that every man on a team has an opportunity to exert himself, and there is no room for a poor player, whose weak points can be detected at once.

The manner in which the ball is put into play is decidedly interesting. The opposing players form in two parallel lines at the center of the field, each man holding the hand of a player on the other side. The referee stands at one end of the line and tosses the ball up in the air, so that it will fall about the center of the line. Thereupon the players let go of hands with great alacrity, and the play begins with a furious rush.

Players are not allowed to wear iron nails or projectiles in their shoes, and the rules regarding fouls are quite strict. Pushing from behind, butting with the head, tripping or holding, are all deemed foul, and the referee has the power to order an offending player to cease playing for such length of time as he may see fit, with the added penalty that the team of the disciplined player may not put a substitute in his place. The referee may also, in his discretion, allow a free kick for infractions of the rules.

When the amount of hard kicking that is done is considered, it seems remarkable that the players escape with so few injuries. It is a fact, however, that Gaelic players are seldom injured except through collisions when running. The players wear knee breeches, leaving the calf of the leg bare. A good wing player should be able to run one hundred yards in eleven seconds, and the speedy running occasionally results in serious collisions. The ball used is perfectly round and about thirty inches in circumference.

According to the rules of the game a full team

consists of twenty-one players, and when full teams are put in the field, the rules also require that the ground shall be 196 yards long and 140 yards wide. As that sized ground is not easy to find in this country, the number of players has been cut down to fifteen, and the largest possible grounds have been selected, and it is set forth that no ground be less than 140 yards long and 84 yards wide. The ground on which the college game is played is 110 yards long and 53 yards wide. The officials of the game consist of a referee and two umpires, and when the latter disagree, the referee's decision is final.

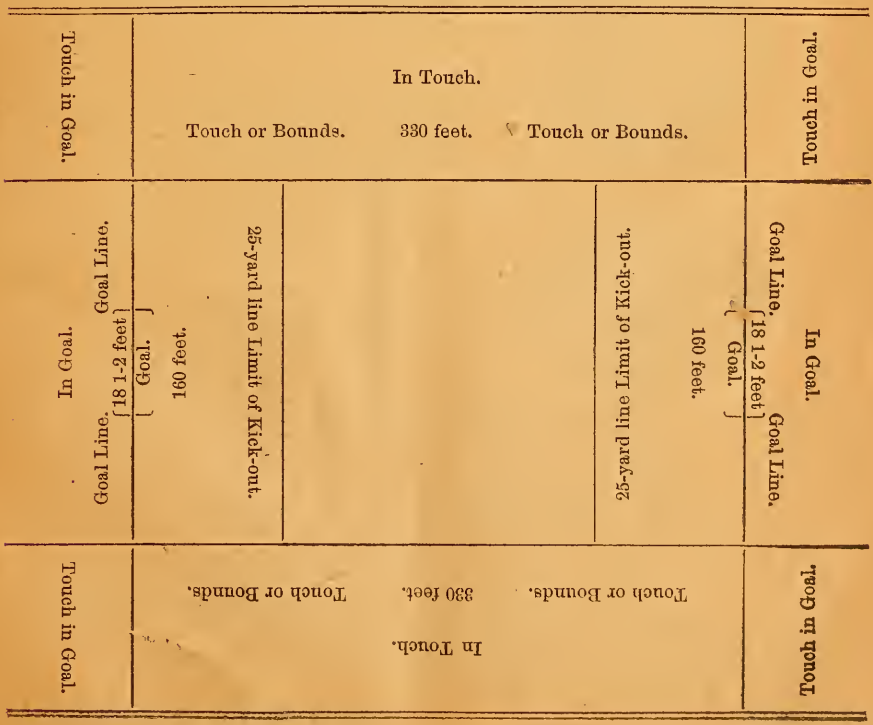
The goal posts are twenty-one feet apart and there is a cross bar eight feet from the ground. Then there are two posts set in the ground twenty-one feet from the goal posts. To score a goal the ball must be driven between the goal posts and beneath the cross bar. When the ball is sent between the goal posts but over the cross bar it counts a point, as does also the driving of the ball between the goal posts and the stakes set twenty-one feet away. When no goals are scored the game is decided on the points made, but one goal will beat any number of points.

When the ball is driven over a goal line outside of all the posts, the goal keeper has a free kick, and this part of the game always excites enthusiasm. The ball is placed on the ground in front of the goal line, and the goal keeper, who is usually selected for his size and kicking ability, takes a position back of the line and makes a cyclonic rush at the ball, delivering a resounding kick that usually sends the sphere well towards the opposite goal.

The time of play is one hour, with an intermission of ten minutes at half time; and when the sturdy exponents of the game have kicked and pounded the leather for an hour, with the accompanying running and struggling, they are in condition to be thankful for a rest. It is a game that requires great strength and vitality in the players.

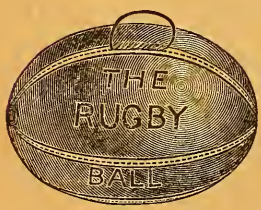
The games of football as played in this country include the contests played under the American College code, the English Association code, and the rules governing the Gaelic game, the latter of which is the favorite with the Irish and Scotch residents, the Association being the Englishman's best game, and the College game the society football fad, and the rougher it is and the greater the chance of seeing the wrestling and fighting features, the more attractive in drawing gate money it seems to be. As an attractive, gentlemanly sport, college football does not compare with lacrosse for a field game; while it is not to be mentioned by the side of cricket or baseball.

The field for the American college game is laid out as follows:



THE PLAYING RULES.

The balls used in football are in form as follows:



It will be seen that one is oval and the other round; the former is used in the college game and the latter in the Association and Gaelic game.

A perusal of the appended rules of play will post the novice up in the game sufficiently to answer all ordinary purposes. The headings are given in alphabetical order and include most of the technical terms in vogue.

BACKS.

The "backs" are the players who form the first three lines of defense from the goal; and they consist of the "backs" proper, who are the players standing nearest the goal line; the "half backs," who stand in front of the "backs," and the "quarter backs," who stand next to the line of rushers.

BEHIND.

"Behind" a player means between himself and his own goal line.

BOUNDS.

The ball is considered as out of the field direct, and out of bounds, when it touches the boundary line on each side between the two goals, and goes into "touch" or out of "bounds."

CATCHES.

There are two catches made in football—viz., a "fair catch," made from a kicked ball, and a catch made from a "thrown" ball, either when in the act of "passing" the ball while in the field, or when it is thrown out from "touch." A fair catch under our college rules can only be made, however, from a place kick, a drop kick, a "throw forward," a "knock on"—that is, batting the ball with the hand—by an opponent, or from a "punt out or on;" and such catch entitles the player making it to kick the ball from a "drop" or a "punt," or to "place" the ball, provided the catcher makes a mark with his heel at the spot where he stood when he made the catch; and also provided no other player of his side touches the ball after the catch has been made. When the ball is thrown out from "touch," however, no fair catch can be made from it. Under the Rugby rules a fair catch can be made from a "punt on" as well as a "punt out." No fair catch can be made in "touch," however, from either a punt out or on.

CHARGING.

The act of charging is that of rushing forward to kick the ball, or to "tackle" a player having possession of it.

CROSS BAR.

The cross bar is the piece of wood which connects the two goal posts at the height of ten feet from the ground, and over which the ball must be kicked to count a goal.

CAPTAINS.

Under the Rugby code the captains on each

team act as umpires, unless the latter are specially appointed for a match.

COUNTING TIME.

Time is to be counted on every delay in the game which is intentional or palpably unnecessary.

DEAD BALLS.

The ball is considered as "dead"—under our college rules—first, when a player holding it cries "down;" secondly, after a "goal" has been scored; thirdly, after a "touch down" has been made; fourthly, after a safety touch down has been made; and fifthly, after a fair catch has been "heeled." In addition, under the Rugby code, the ball is regarded as dead whenever it lies motionless on the ground. Under all rules it is dead when it goes out of bounds into "touch."

DISQUALIFIED.

The referee is obliged, under the American rules, to disqualify every player whom he has twice warned for intentional off-side play, or for intentional tackling in touch, or for any other flagrant violation of the rules.

DOWN.

This is the term used to give the fielder holding the ball exclusive possession of it and to free him from being "tackled." Thus, if a player holding the ball or running with it be "tackled," if he fails to cry "down," and does not at once put the ball down when freed from tackling, he can immediately be tackled again, and the ball can be taken from him.

DRIBBLING.

"Dribbling" is the act of kicking the ball along the ground, and it is a feature in the Rugby game.

DROP KICK.

A "drop kick," or "drop," is made by letting the ball fall from the hands and kicking it the moment it rises from the ground. In other words, it is a bound kick.

ENDS.

This is a term used in the English Association code, indicative of the goals. Thus "ends," or goals, are only changed at the end of each "half time."

FIELD OF PLAY.

The "field of play" is the space of ground bounded by the "touch" lines on each side of the field and the goal lines at each end.

FORWARDS.

The "forwards" are the line of fielders who stand on the rush line facing the players of the opposing side in the center of the field when the game begins. Under the American rules there are but six "forwards"—as they are called here—these forming the front lines of the defence.

FOULS.

A "foul" is made whenever an opponent, while off side, interferes with a player trying to make a "fair catch;" or if a player intentionally lays hands on an opponent, or interferes with him when he does not have the ball in his possession. Also when he enters a scrimmage from his adversaries' side, or, being in a scrimmage, gets in front of the ball. The penalty for a foul is a "down" for the other side.

FREE KICK.

A "free kick" is a kick at the ball in any way the player kicking at it chooses, provided the ball is lying on the ground. This is peculiar to the English association rules, and is not mentioned in the American code.

FULL BACKS.

The "full backs" are the two players standing nearest the goal.

GOALS.

The goals of a football ground are the two posts and the cross bar located at each end of the field. The posts require to be at least twenty feet high, and they are placed eighteen feet six inches apart, with the cross bar joining them at the height of ten feet from the ground.

A goal can be scored either from a "place kick" or "punt out" after a touch down has been made; also by any kick made from the "field direct," except a "punt" or fly kick. A goal counts as equal to six points when obtained from a touch down, but only as five from a field kick; and in case of a tie in goals scored, a goal kicked from a touch down takes precedence over a goal kicked from the field direct.

GOAL GROUND.

The goal ground is that portion of the field lying back of the line of the goal posts, and within the boundary lines of "bounds" or "touch."

HEELED.

A ball is said to have been "heeled" when the player catching it has marked the spot where he stands with his heel after catching the ball.

HACKING.

This brutal custom—the act of kicking a fielder in the shins—is prohibited in all football rules now, but it used to be a feature of English football play.

HALF BACKS.

The "half backs" are the three players forming the second line of defence out from the goal.

HALF TIME.

The "half time" of a match—under our college rules—is forty-five minutes from the kick off, and all delays from accidents, or to consult the rules in disputes, are to be deducted and not counted in the time.

HELD.

A ball is "held" the moment a player, having been "tackled," has been obliged to say "down."

IN TOUCH.

This term is applied to the space of ground on each side of the boundary line of the field

proper. In other words, the moment the ball goes out of bounds it is in "touch."

KICK OFF.

A "kick off" is made only at the commencement of each game, after a goal has been made, and at the beginning of each half time. It is made by a "place kick" and from the center of the field. In the second half it is made by the side losing the goal.

KICK OUT.

A "kick out" is made whenever the ball is kicked out from any part of the field within "touch" and back of the twenty-five yard line, and outside of the goal line. The "kick out," can only be made by a bound or "drop kick." If when kicked out it pitches out of bounds and in "touch," the ball must be brought back, and again kicked out until it pitches within the field. An exception to this latter clause is when it touches the person of an opponent.

KNOCKING ON.

To "knock" the ball is to bat it with the hand. The act of "knocking on," is that of batting the ball forward toward your opponents' goal; and whenever the ball is thus knocked on, unless a fair catch be made from it, the ball has to be brought back to the place where the knock was made.

MAUL IN GOAL.

"Mauling" is a peculiar attribute of modern football, and the term of "maul in goal" applies to the act of tackling an opponent in his own goal ground. When the player holding the ball is attacked by fielding opponents while in the field direct, he is there "tackled;" when he is similarly attacked while in his own goal ground he is "mauled." A maul in goal occurs when both sides are struggling to get possession of the ball close to the goal line, and the opposite side endeavor to crowd the party defending the goal over the line so as to touch the ball down "in goal."

Only the player or players who are touching the ball with their hands when it crosses the goal line can continue in the maul in goal; and when a player releases his hold of the ball he cannot again join in the maul. When a player, too, is tackled inside the goal line, only the player who first tackles him on goal ground can join in the maul, unless two tackle him simultaneously.

OFF SIDE.

When a player is declared "off side" by the referee he is out of the game until placed "on side" again. But no player can be "off side" in his own goal ground. A player becomes "off side" if he enters a scrimmage from his opponent's side; or, being in a scrimmage, he gets in front of the ball; or does so when the ball has been kicked, touched, or is being run with by any of his own side between himself and his own goal line. He is, however, at once put "on side" when the ball has been kicked by an opponent, or has touched the person or dress of an opponent; and also when one of his own side runs in front of him, either while having the ball in hand, or after he has kicked it while behind him. A player cannot be off side but twice during a game.

ON SIDE.

A player is "on side" at all times when not actually "off side."

PLACE KICK.

This is a kick made after the ball is held in position by a fielder while the ball is close to the ground.

PUNT.

A "punt" kick is made by letting the ball fall from the hands and kicking it before it touches the ground. It is a kick "on the fly."

PUNT OUT.

A "punt out" is made after a "touch down," or after a "touch in goal," by a player from his opponent's goal ground. No opponents can approach within ten feet of the player making the punt out until the ball has been kicked.

PUNT ON.

A "punt on" is made when the ball from a "punt out" has been fairly caught. A "punt on," too, can be made from "touch."

POSTER.

A "poster" is a ball that strikes the goal post and goes either to one side or the other of the post. Under our college rules if the ball touches the post or cross bar on the inside, and afterwards goes between the posts and over the cross bar, it counts as a goal.

Under the Rugby rules a ball going directly over the goal posts is a "poster," and such cannot count a goal.

PASSING.

A ball is passed when it is thrown or tossed from one fielder to another on the same side. But it cannot be done unless the ball passed is thrown toward the home goal and not toward that of the opposing side.

QUARTER BACKS.

The "quarter back" is the player who first receives the ball from the "snap back" out of a scrimmage. The player who holds the ball in position in a scrimmage with his foot is the "snap back," and the player he snaps the ball back to is the quarter back, who either passes it to a half back or runs with it himself, as he thinks best.

REFEREE.

The "referee" in a match decides all disputed points in a match, calls "play" and "time" and he is the sole judge of fair and unfair play—he alone deciding whether players are "off side" or not, and whether a ball has been thrown foul. He is generally appealed to by the captains and umpires. His decision is final.

RUN IN.

A "run in" is made when a player getting possession of the ball runs with it for his oppo-

nents' goal ground, and so in running he can cross the goal line anywhere.

Under the Rugby rules a "touch down" made from such a run is not called a "touch down," as in our college rules, but is termed a "run in."

RUSHERS.

This is the title given the "forwards" of a team under our college rules. The "rushers" of an eleven comprise the front line of the attacking force, and stand in the center of the field at the "kick off."

SAFETY TOUCH DOWNS.

These are "touch downs" only recognized as points by the American college rules, they not counting in the Rugby rules. A "safety touch down" is made whenever a player, guarding his own goal, receives the ball from a player of his own side, either from its being "passed" to him or from a snap back in a scrimmage, or from a kick, and afterward deems it advisable to touch it down in his own goal. But if the ball be kicked over the goal line by an opponent and he then touch it down, no safety touch is charged. But should he carry the ball over his own goal line and touch it down it is a safety touch down. These safety touch downs, in the American code, count two points each, and when no other points are scored the game is decided by the score of safety touch downs in the score of a match.

SCRIMMAGE.

The "scrimmage," or "scrummage"—as the Rugby rules have it—is a slang word which custom has applied as a technical term descriptive of the crowding of the players together in a football match when a scuffle or struggle for possession of the ball ensues. Under our college rules a scrimmage occurs when a player of the side holding the ball in the field of play puts the ball down on the ground, and places his foot upon it in readiness to kick it back—called "snapping" it—to the player behind him—the "quarter back;" and the moment he does this the ball becomes into play. Under the Rugby code, however, a "scrummage" occurs when the player holding the ball while in the field of play puts it down on the ground in front of him, when all the players on each side close around him and strive to "dribble" or kick the ball from out of the crowd. A "scrimmage" or "scrummage" can only occur in the field of play, and neither out of bounds or in "touch," or back of the goal line, or in "touch in goal."

SNAP BACK.

The "snap back" is the player designated to kick the ball back out of a scrimmage. The position is not recognized in the Rugby rules, as under the code all the players in a "scrimmage" are temporary snap backs.

SCORING.

The rule governing the score of a game in the American college code provides that six points shall be scored for a goal obtained by a touch down; five points for a goal a from a field goal; four points for a touch down not yielding goal; and two points for a safety touch down.

TACKLING.

"Tackling" in football is the act of wrestling with a player for the possession of the ball. A player "tackling" an opponent can grasp him round the waist, but not below the hips; but he cannot trip him up or kick at him. Under the Rugby rules, however, tackling below the waist is allowed.

TAKING OUT TIME.

The referee is required to deduct all time in a match which is lost by unnecessary delays.

TEAMS.

A team in football comprises eleven men under the American code and fifteen under the English rules. This is exclusive of the umpire or "judges."

THROWING.

Throwing the ball from one player to another is allowed in football under certain restrictions.

TOUCH DOWN.

A player makes a "touch down"—under our college rules—whenever he puts the ball down while it is in his opponents' goal ground; or if the ball be back of the goal line and he has his hand on it and has stopped it so that it remains dead. But no touch down can be scored from "touch" or "touch in goal"—that is, either from a ball going out of bounds or within the corner space known as "touch in goal." Under the Rugby rules a touch down can be made by putting the ball down in "touch in goal" ground. Such touch down yielding a "try at goal."

TOUCH IN GOAL.

"Touch in goal" is the name given the space of ground located at each corner of the goal end of the field, and it begins at the line of "touch" which divides it from the goal ground, and is also bounded by the goal line itself.

TRIPPING.

Tripping an adversary up is foul play under all the recognized codes of rules governing football.

TRY AT GOAL.

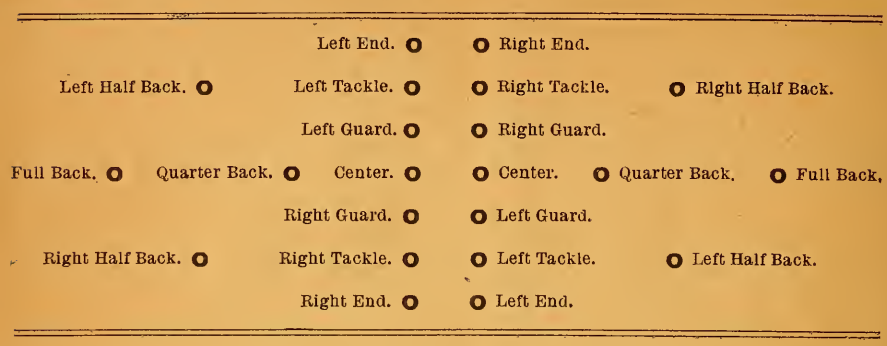
After a "touch down" has been made, the side making it is entitled to a "try at goal"—that is, the ball is placed near the ground and a player is assigned to kick it between the goal posts. Under the Rugby code of rules "try at goal" counts in the score when goals are not otherwise kicked. After a touch down—under our college rules—a try at goal can be made either from a "place kick" or from a "punt out"—viz., a fly kick.

UMPIRES.

Each eleven in a match is entitled to an umpire or special advocate to plead the side's interests before the referee. Such umpire acts also as a field director in the match, just as a field captain does in lacrosse.

The official code of rules of the Inter-Collegiate Association are to be had on application to Mr. Walter C. Camp, the Superintendent of Athletics at Yale College, New Haven.

The appended diagram shows how the opposing teams "line up" in an American game played under the university rules of Harvard, Yale, and Princeton:



HANDBALL.

THE old English game of Fives, known in Ireland and America as handball, has become very popular in this country of late years. While it is best played in an enclosed court built for the purpose, it is nevertheless an open air game, as it can be readily played—though under rather disadvantageous circumstances—with the side of a brick house or wall, and a smooth piece of ground adjoining as the open court. But in a regular handball court, like the model court of the Brooklyn Handball Club, of which the world's champion player, Phil Casey, is proprietor, the game is a scientific one, affording a fine field for the most skillful strategy, while the utmost agility, power of endurance, nerve, pluck and determination are required in an expert exemplar of the game. With the regulation handball tough hands are required to act as bats in the game, and novices would do well to wear leather gloves at first. But the game can be played to advantage, simply as a recreative exercise, with a soft rubber ball. It is an admirable game for the training of ball players, as it exercises the hand and the eye, as also the very muscles which are brought into play in baseball and cricket. Here is the code of rules governing the regular game.

1. A game of handball shall consist of twenty-one aces, to be played with a ball not more than ten inches in diameter.

2. A game to be played by two persons shall be called a single-handed game; by four persons, a double game.

3. When a match is made, be it double or single, the players (after entering the court) shall toss for the first hand, the winner to have one hand only in the first inning.

4. The winner of the toss shall stand inside the line, called the ace line (which is supposed to be in the center of the court), and he must bound the ball on the floor, striking it with his hand against the front wall, and he shall serve it to the player or players behind the ace line.

5. The striker failing to strike the ball over the ace line three times in succession is a hand out.

6. If the striker, when serving the ball, strikes either side wall before striking the front wall, it is a hand out.

7. If the striker or his partner stops the ball intentionally before it bounds, after leaving the front wall, it is a hand out.

8. If the striker or his partner stops the ball intentionally while on its way to the front wall, it is a hand out.

9. If a ball struck by the player should strike the striker or his partner, it is a "hinder," and it shall be played over again.

10. When a ball is served short to the player he has the privilege of striking it with his hand or foot; if struck with the foot and it fails to go on the front wall, it does not score for the striker; if struck with the hand, and it fails to strike the front wall, it is an ace for the striker.

11. A ball that is served short to the player, and he strikes it with his foot upon the front wall, the striker, after returning it on the wall, has the privilege of preventing the player from striking it again.

12. If a ball is struck with the foot, and assisted by the hand to the front wall, it is foul.

13. When a player is about to strike the ball, and his opponent jostles him or gets in his way intentionally, it is an ace or a hand out.

14. When a ball is served to the player he shall strike it on the fly or first bound; failing to do so counts an ace for the striker.

15. In a match for a prize, the contestants are allowed one minute for refreshments at the expiration of each game before commencing another. The one failing to respond to the call of time loses the match.

16. In a double match the striker's partner shall stand with his back against either side of the wall inside of the ace line until the ball leaves the front wall; failing to do so is foul.

17. If a ball served to the player goes over the back board or strikes the gallery before bounding on the floor, it is foul.

18. The striker shall call time before serving the ball, and shall not serve the ball before the player or players are outside of the ace line.

19. In all cases when a ball is taken foul and the players play it or not, it shall be decided as a foul ball.

20. In striking the ball the player shall not touch the ball with any part of his person other than the hand or foot, under forfeit of an ace or hand out.

21. If a striker, in serving the ball, strikes himself or his partner with the ball, and it goes over the ace line, it is at the option of the player whether he plays to it or not, as it can be called a hinder.

22. In case there are only boundary lines drawn, and no side walls, if the ball after striking the front wall rebounds outside the side boundary line, such ball is foul, and not to be played to.

23. All disputed balls shall be decided by a referee chosen by the players, whose decision in all cases shall be final.

LAWN TENNIS.

THE most simple field game of ball in vogue is unquestionably lawn tennis. In theory it is as easy to learn as one's A B C, a child of ten years of age being able to comprehend it; and yet, in playing the game up to the highest mark, it requires not only considerable powers of physical endurance, with great agility of movement, but it also affords ample opportunities for skillful strategic play, requiring considerable headwork to excel in it. But its chief attraction lies in the fact that it is a game both sexes can engage in with healthful and enjoyable results, as also the youngest class of boys, as well as adults. Then, too, the fact that it can be played on any kind of lawn or any park common also commends it to popular favor. But, of course, to play the game as it should be played, finely constructed lawn courts are essential for a full development of the science of the game.

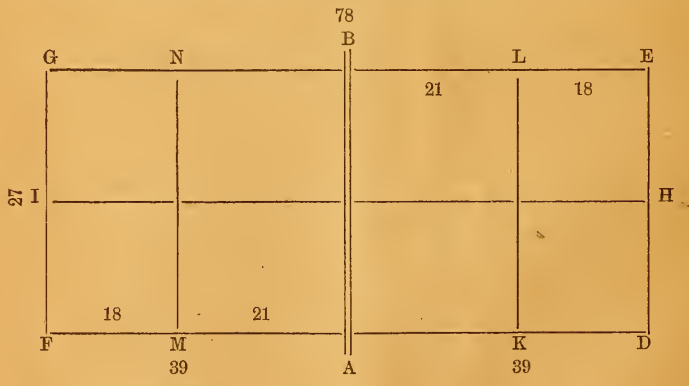
There may be said to be two codes of rules governing the playing of lawn tennis, the one code being that applicable to the popular method of play, in which the contestants go in chiefly for open air recreative exercise; while the other code is that governing the contests for the championship of the National Tennis Association, such as occur annually at Newport, R. I., and other like centers of the game. The latter code is not within the scope of this chapter on tennis, which is designed more for the use of the juniors, and the class of votaries of tennis who crowd the park commons on summer outing occasions.

In regard to tennis courts or fields there are two kinds which are in general use, viz., the clay surface courts and the turf field courts. For ordinary purposes the clay courts suffice; the turf field requires costly attention to keep the surface of the field level, and the grass well cut and rolled. One can, of course, play lawn tennis on just such poor fields as the commons at Central Park, New York; Prospect Park, Brooklyn; Fairmount Park, Philadelphia, or the new Suburban Park at Boston afford; but that only admits of the game being played for mere recreative exercise, and not for the scientific attractions it presents.

THE TENNIS COURT.

The courts for tennis are of two kinds, the one for two-handed games and the one for sides of four each, as follows:

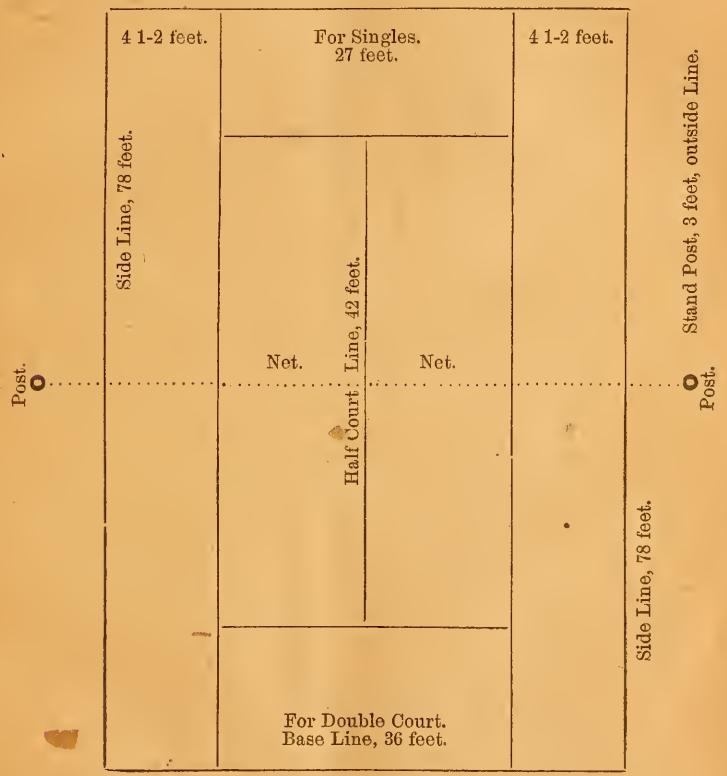
The rules governing the dimensions for the single game court are appended.



1. The court is 78 feet long and 27 feet wide. It is divided across the middle by a net, the ends of which are attached to two posts, A and B, standing three feet outside of the court on either side. The height of the net is three feet six inches at the posts, and three feet in the

middle. At each end of the court, parallel with the net, and 39 feet from it, are drawn the base lines D E and F G, the ends of which are connected by the side lines D F and E G. Half way between the side lines, and parallel with them, is drawn the half court lines I H, dividing the space on each side of the net into two equal parts, the right and the left courts. On each side of the net, at a distance of 21 feet from it, and parallel with it, are drawn the service lines K L and M N.

The rules applicable to the lines of the double court are follows:



THE PLAYING RULES FOR 1893.

The first two rules of the game apply to the formation of the lines of the single-handed game court. The remaining rules are as follows:

3. The choice of sides, and the right to serve in the first game shall be decided by toss; provided that, if the winner of the toss choose the right to serve, the other player shall have choice of sides, and vice versa. If one player choose the court, the other may elect not to serve.

4. The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the server, and the other the striker-out.

5. At the end of the first game the striker-out shall become server, and the server shall become striker-out; and so on alternately in all the subsequent games of the set, or series of sets.

6. The server shall serve with one foot on the ground immediately behind the base line. The other foot may be anywhere except touching the base line on the ground within the court. He shall deliver the service from the right to the left courts, alternately; beginning from the right.

7. The ball served must drop between the service line, half court line, and side line of the court, diagonally opposite to that from which it was served.

8. It is a fault, if the server fail to strike the ball, or if the ball served drop in the net, or beyond the service line, or out of court, or in the wrong court; or if the server do not stand as directed by law 6.

9. A ball falling on a line is regarded as falling in the court bounded by that line.

10. A fault cannot be taken.

11. After a fault the server shall serve again from the same court from which he served that fault, unless it was a fault because he served from the wrong court.

12. A fault cannot be claimed after the next service is delivered.

13. The server shall not serve till the striker-out is ready. If the latter attempt to return the service he shall be deemed ready.

14. A service or fault delivered when the striker-out is not ready counts for nothing.

15. The service shall not be volleyed, *i. e.*, taken, before it has touched the ground.

16. A ball is in play on leaving the server's racket, except as provided for in law 8.

17. It is a good return, although the ball touch the net; but a service, otherwise good, which touches the net, shall count for nothing.

18. The server wins a stroke if the striker-out volley the service, or if he fail to return the service or the ball in play; or if he return the service or the ball in play so that it drops outside of his opponent's court; or if he otherwise lose a stroke, as provided by law 20.

19. The striker-out wins a stroke if the server serve two consecutive faults; or if he fail to return the ball in play; or if he return the ball in play so that it drops outside of his opponent's court; or if he otherwise lose a stroke, as provided by law 20.

20. Either player loses a stroke if the ball touch him or anything that he wears or carries, except his racket in the act of striking; or if he touch the ball with his racket more than once; or if he touch the net or any of its supports while the ball is in play; or if he volley the ball before it has passed the net.

21. In case a player is obstructed by any accident, not within his control, the ball shall be considered a "let," but where a permanent fixture of the court is the cause of the accident the point shall be counted. The benches and chairs placed around the court shall be considered permanent fixtures. If, however, a ball in play strikes a permanent fixture of the court, (other than the net or posts) before it touches the ground, the point is lost; if after it has touched the ground, the point shall be counted.

22. On either player winning his first stroke, the score is called 15 for that player; on either player winning his second stroke, the score is called 30 for that player; on either player winning his third stroke, the score is called 40 for that player; and the fourth stroke won by either player is scored game for that player, except as below. If both players have won three strokes, the score is called *deuce;* and the next stroke won by either player is scored *advantage* for that player. If the same player wins the next stroke, he wins the game; if he loses the next stroke the score returns to deuce; and so on until one player wins the two strokes immediately following the score of deuce, when the game is scored for that player.

23. The player who first wins six games wins the set, except as below. If both players win five games the score is called *games all;* and the next game won by either player is called *advantage game* for that player. If the same player wins the next game, he wins the set; if he loses the next game, the score returns to games all; and so on, until either player wins the two games immediately following the score of games all, when he wins the set. But the committee having charge of any tournament may in their discretion modify this rule by the omission of advantage sets.

24. The players shall change sides at the end of every set, but the umpire, on appeal from either player before the toss for choice, shall direct the players to change sides at the first, third, fifth, and every succeeding alternate game of each set, if in his opinion either side have a distinct advantage, owing to the sun, wind or other cause; but if the appeal be made after the toss for choice, the umpire can only direct the players to change sides at the end of the first, third, fifth and every succeeding alternate game of the odd or deciding set. If the players change courts in the alternate games throughout the match as above, they shall play in the first game of each set after the first in the corner in which they respectively did not play in the first game of the set immediately preceding.

25. When a series of sets is played, the player who served in the last game of one set shall be striker-out in the first game of the next.

26. In all contests the play shall be continuous from the first service until the match be concluded, provided, however, that between all sets after the second set, either player is entitled to a rest, which shall not exceed seven minutes, and provided further that in case of an unavoidable accident, not within the control of the contestants, a cessation of play, which shall not exceed two minutes, may be allowed between points, but this proviso shall be strictly construed, and the privilege never granted for the purpose of allowing a player to recover his strength or wind.

The umpire in his discretion may at any time postpone the match on account of darkness or condition of the ground or weather. In any case of postponement the previous score shall hold good. Where the play has ceased for more than an hour, the player who at the cessation thereof was in the court first chosen, shall have the choice of courts on the recommencement of play. He shall stay in the court he chooses for the remainder of the set.

The last two sentences of this rule do not apply when the players change every alternate game as provided by Rule 24.

27. The above laws shall apply to the three-handed and four-handed games, except as below:

28. For the three-handed and four-handed games the court shall be 36 feet in width, 4 1-2 feet inside the side lines, and parallel with them are drawn the service side lines. The service lines are not drawn beyond the point at which they meet the service side lines.

29. For the three-handed game the single player shall serve in every alternate game.

30. In the four-handed game, the pair who have the right to serve in the first game shall decide which partner shall do so; and the opposing pair shall decide in like manner for the second game. The partner of the player who served in the first game shall serve in the third, and the partner of the player who served in the second game shall serve in the fourth, and the same order shall be maintained in all the subsequent games of the set.

31. At the beginning of the next set either partner of the pair which struck out in the last game of the last set may serve; and the same privilege is given to their opponents in second game of the new set.

32. The players shall take the service alternately throughout the game; a player cannot receive a service delivered to his partner; and the order of service and striking out once established shall not be altered, nor shall the striker-out change courts to receive the service till the end of the set.

33. If a player serve out of his turn, the umpire, as soon as the mistake is discovered, shall direct the player to serve who ought to have served. But all strokes scored before such discovery shall be counted. If a game shall have been completed before such discovery, then the service in the next alternate game shall be delivered by the player who did not serve out of his turn, and so on in regular rotation.

34. It is a fault if the ball served does not drop between the service line, half-court line and service side line of the court, diagonally opposite to that from which it was served.

35. It is a fault if the ball served does not drop as provided in law 33, or if it touches the server's partner or anything he wears or carries.

36. There shall be a referee for every tournament, whose name shall be stated in the circular announcing such tournament. He shall have general charge of the matches under the instructions and advice of the managing committee, with such power and authority as may be given him by these rules and by said committee. He shall notify the committee in case he intends to leave the grounds during the matches, and the committee shall appoint a substitute to act, with like powers during his absence. There shall be an umpire for each match, and as many linesmen as the players desire. The umpire may act as linesman also. The umpire shall have general charge of the match and shall decide upon and call sets, and also decide whether the player took the ball on the first or second bounce. The umpire shall also decide any question or interpretation or construction of the rules that may arise. The decision of the umpire upon any question of fact, or where a discretion is allowed to him under these rules, shall be final. Any player, however, may protest against any interpretation or construction of the rules by the umpire, and appeal to the referee. The decision of the referee upon such appeal should be final.

The court shall be divided between the linesmen, and it shall be their only duty to decide, each for his share of the court, where the ball touched the ground, except, however, the linesmen for the base lines, who shall also call foot faults. The linesmen's decision shall be final. If a lineman is unable to give a decision because he did not see or is uncertain of the fact, the umpire shall decide or direct the stroke to be played again.

CROQUET.

THE once extremely popular lawn game of croquet, which of late years has been crowded out by lawn tennis, has within the past year or two come into favor again with those of our young people of both sexes who find tennis rather more active for them than they wish. The ordinary game of croquet is very easily played, and it is not costly in its material, while any ordinary piece of level turf will suffice for a croquet field. But what is known as the "scientific game" is a very different kind of sport, and one affording an ample field for the most skillful strategy, as well as thorough command of the mallet in driving the ball. In fact, this style of croquet may be regarded as a lawn game of billiards, as far as its strategic points of play are concerned.

To play the ordinary picnic ground game of croquet, all that is required is a common set of mallets, balls, hoops, pegs, etc., and a level space of turf about fifty feet wide by seventy feet long. Each player of each side in the game takes a mallet and one or more balls. The players are divided into two sides and play in rotation, each one being followed by one on the opposite side. The player, when his turn comes round, strikes his ball once. If he makes a point, he strikes it again; if his ball hit or "roquet" another, he places it in contact with the latter, and strikes his own ball so as to move them both—this is called "taking croquet." He can strike his own ball again after taking croquet.

The object of the game is to make all the points (the hoops and pegs) in proper order, and that side wins which first does so with all its balls. Thus it is not only the object of each side to make the points itself, but also to prevent the opposite side progressing. The game *may* be played with six or eight balls, by a like number of players; but this number makes the game much too long, the best plan being to use only four balls, either with four players or with two players, each of whom takes two balls. The latter is the most general, and affords by far the best game. If more than four players want to play, it is better to make two sets of four, one beginning at each end, than to make one game of eight. The materials of the game are the hoops, the pegs, the balls, the chips, and the mallets. The latter are the most important part of the croquet set next to the balls. The technical terms used in the game include the following:

To roquet (pronounced rokay). To hit with one's own ball any other ball for the first time in the turn, or for the first time after making a point. The player is entitled to croquet the ball he roquets.

To croquet (pronounced crokay). To croquet, or take croquet, the player places his own ball in contact with the one he has just roqueted, and then strikes his own ball with his mallet.

In play.—In hand. When a player strikes his ball at the beginning of the game it is "in play." When he has made a roquet with it, it is "in hand" until croquet is taken. After the croquet it is "in play" till the next roquet is made.

Striker. The player who is in the act of playing, or has the right to play.

Player or next player. The adversary's ball which is next to play.

Dead ball. The adversary's ball which has just been played.

Object ball. The ball at which you aim your own, or off which you take croquet.

Break. The play by which a number of points are made in the same turn. Thus, if three points are run in proper order, it is a break of three points.

Rover. A ball that has made all the points except the winning peg.

Out and in. The player who has the command of the balls is said to be "in," or to "have the break," while the other side is "out."

Wiring. When a ball is so placed that a hoop or peg lies directly between it and another ball, it is said to be "wired" for the latter.

In regard to the rules of the game, it may be said that there is only one regular code in use, and that applies to the playing of the scientific game played under the rules of the American National Croquet Association, which holds its annual tourneys on the model asphalt court of the Norwich (Conn.) club. For the ordinary game there are two sets of rules, one applicable to "loose croquet" and the other to "tight croquet." The latter game has superseded the former, and we give below the latest code governing the method of play known as loose croquet. The best setting for the hoops is that shown in the diagram on the opposite page. The starting spot is one foot from the first hoop. The distances are: The pegs in center line of ground one-fifth of the length of the ground from top and bottom boundaries; the corner hoops the same, and about one-fourth of the width of the ground from pegs; the other hoops up center line of ground, one-fifth of the length of the ground.

It may perhaps be useful to those who have small grounds to give the proportions between the size of the ground and the distances between the hoops in setting No. 3: Pegs in center line of ground, one-fifth of the length of the ground from top and bottom boundaries. Corner hoops the same, and about one-fourth of the width of the ground from pegs. Hoops up center line of ground, one-fifth of the length of the ground from pegs and each other.

The recognized method of naming the hoops is by threes, as shown in the diagram, thus: first hoop, second hoop, third hoop, hoops three to peg, two to peg, one to peg, etc.

The number of points to be made by each ball in this setting is fourteen. The winning peg is always included in the number.

RULES OF THE GAME.

1. The *mallets* may be of such size and shape as may suit the tastes of the players.

2. At the beginning of a game the player must place his ball on a straight line equidistant from the starting post and the middle of the first arch.

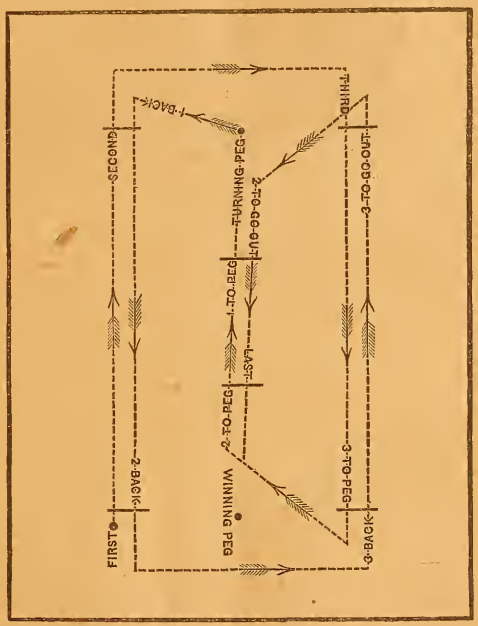
3. The ball must be struck, and not pushed, and always with the face of the mallet.

4. The balls are to be played in the order of starting.

5. If a player play out of his turn he loses his next turn; but if not discovered until he has made the second stroke, he will be entitled to finish his run.

6. If the player play with the wrong ball, or make a roquet with the wrong ball, he must replace the ball or balls and lose his turn.

7. If a ball fails to make the first arch, it is in the game, but it cannot roquet another ball until it has passed through the first arch. A ball may by one stroke be driven through more than one arch. A ball is not through an arch if a straight edge when laid across the two sides of an arch from whence the ball came, touches the ball without moving the arch. If a roquetted ball stops so that any part of the roquetting ball is placed within the arch that it is for, in making the croquet, the roquetting ball must return out of the arch before it can pass through.



8. A ball after passing through an arch or arches, or hitting the turning post by one stroke, is entitled to another stroke.

9. If a ball after passing through an arch, or hitting the turning post, roquets another ball, it must croquet that ball, after which it is dead on that ball, and has no right to roquet it again until after another arch or the turning post is made.

When a ball roquets another ball, it must croquet it before proceeding with another stroke, to which it is then entitled. A croquet cannot be waived.

10. A stroke counts if the ball is moved.

11. A croquet is made if the croquetted ball is moved.

12. When a ball roquets another ball, the play of the roquetting ball is finished at the place of contact with the roquetted ball (provided a ricochet is not made), and should the ball, before stopping, make an arch or hit a stake, it cannot be counted. A ball may roquet or croquet another ball through an arch or against a post, which will be counted.

13. In a ricochet, if the ball makes an intermediate arch or turning post, the arch or turning post will be counted. In a ricochet the balls must be croquetted in the order in which they were roquetted, before proceeding with another stroke.

14. When a ball is croquetted, if it hit another, the ball so hit must be replaced.

15. When a ball, in croquetting, escapes from the hand or foot, if it hit another ball, the ball so hit and the croquetting ball, whether it hit or not, must be replaced, when the player is entitled to proceed with another stroke.

16. A ball is entitled to play upon a ball, upon which it is dead, for the purpose of roquetting another ball, or making an arch or post, but the ball upon which it was dead, so hit, must be replaced before proceeding with another stroke. A ball is entitled to carrom from an arch or post in making a roquet arch or post.

17. When a stroke is made, and the ball or balls pass outside the boundary line and hit the boundary rail of the ground, the stroke is finished at the point of contact with the boundary rail, and if the ball or balls, before stopping, return within the boundary line and hit another ball or make an arch, or hit a post, it will not be counted, but the balls will remain as they are.

18. When a ball is struck or driven outside

the boundary line, it must be placed just within the boundary line, at a right angle from the boundary rail, and in case of a roquet, the roquetted ball must be placed at a sufficient distance within the boundary line to allow the croquetting ball to be placed just within the boundary line, before proceding with the croquet.

19. When a stroke is made and the ball passes outside the boundary line and stops at a right angle behind another ball, just within the boundary line, the player has the option of placing his ball on either side of the other ball, at a distance of the diameter of a ball. When balls are replaced within the boundary line, they must be placed at a distance of a diameter of a ball from each other.

20. When a stroke is made by a ball outside of the boundary line, or a roquet is made upon a ball outside of the boundary line, the play will thereupon cease, and the player will lose his turn. Should a player croquet a ball and then make an arch and hit the croquetted ball within the boundary line before the croquetted ball has stopped, the play will cease, and the player will be debarred from making another stroke in that inning.

21. A player playing upon a ball upon which he is dead (except as hereinbefore provided) will lose his turn and play, and the ball so hit must be replaced. If such play is not discovered until after the second stroke is made, the player will continue his run, and the balls will remain as they are at the close of the run.

22. A rover cannot be put out by an opponent's ball, or by a ball that is not a rover. To put a rover out of the game, the rover must hit the starting post, or be roquetted or croquetted against it by a partner's rover ball.

23. If a rover roquets a partner's rover ball against the starting post, the ball so roquetted is out of the game and must be removed, and the roquetting rover must make his next stroke from where his ball stops, or where it is brought inside the boundary line.

24. Previous to making a stroke the ball must not be displaced by picking it up or intentionally moving it. After a roquet is made, the roquetted ball, if within the boundary line, must not be displaced by picking it up or intentionally moving it in making the croquet. A person offending against this rule will lose his succeeding play.

25. The game is finished and won by the rover's side who first succeeded in hitting the starting post.

ARCHERY.

THIS field sport is admirably adapted for the class of youths who find the ordinary field games too active for them, as it is sufficiently recreative in its character to be interesting, and is greatly invigorating as an out-door exercise, giving active play to the muscles of the arms and chests, and involving considerable walking to and fro from the butts. It is rather an expensive sport for youths, however, as the paraphernalia of an archer's outfit is costly—that is, if he desires to excel in the art, and thereby possesses himself of the best materials. A perfectly finished yew or snakewood bow, with its complement of model arrows, walks into a fifty dollar bill in a very destructive manner; and when the demand for three bows and three sets of arrows—one each for long range shooting, for short range, and for common practice—is satisfied, and the necessary appliances are added, but little will be left of a bill of twice that amount. Archery club expenses, too, are no small item. In fact, the sport is for people of means and leisure, and it therefore can but attain only a certain degree of popularity, and chiefly in the large and wealthy cities of the country.

Standing in front of a circular target thirty yards distant and watching the movements of a praticed archer as he grasps his bow, places an arrow in position, and then with comparative ease, sends it flying into the center of the "gold," the whole movement, with its final result, looks so simple, so easy of attainment, that a casual observer would be apt to think the sport rather too much of boys' play for men to engage in. But when the novice tries his hand at this apparently simple act, and realizes by practical experiment what difficulties beset him, and what a number of things he has to learn to do before he himself can hit any part of the target at all, his respect for the sport is very apt to increase in the ratio of the obstacles he meets with in the test of its merits. "It looks so easy, you know." But it isn't easy at all. On the contrary, it gives a man of brains something to reflect upon, something to study up, and to analyze as to cause and effect; and with this naturally comes hearty respect for the art, and also a love of it for the excitement it yields. Any novice in archery will tell you what a thrill of pleasure he feels when, after weeks of disappointing practice, blunders in handling the bow, in "nocking" his arrows, of getting into "bad form," in taking up his position to shoot, and experiencing all the little shocks to one's *amour-propre* which a novice is heir to—when, after all this, he strikes "good form," and sees his arrow enter the magic circle of the gold, and that not by chance, but by the skill which his mastery of the art yields, his exclamation is, "By Jove, I did not think there was so much in it!" and this is the idea which every learner naturally expresses when he has once passed the outer works of the citadel of archery. Well has the best American writer on archery expressed it in the title he gave his admirable work, "The Witchery of Archery."

To aim with a bow is very different from aiming with a gun or a rifle. In the one case you shoulder your rifle, and running your line of sight along the barrel, you literally take deliberate aim. In doing this, the steadier your nerve the truer your aim; but "the mind intent" has little, comparatively, to do with it. It is a combination of keen sight, steady nerve, and straight aim. But with the bow it is different. Here the mental work to be done is everything. In archery the word aim, in the familiar sense of the word as applied to a rifle, is inapplicable. Experience teaches the practiced archer to aim with his mind, as it were. You intuitively feel that you have your bow in the right position to send the arrow flying to the center of the target. Moreover, you look solely at the "gold" center of the target in shooting with a bow, and never at your bow or the arrow, as it lies on your hand with the bow arched ready for the final "loose." It is this *feeling* your aim, instead of *seeing* it, that is a peculiarity of the art of archery. This comes only by the familiarity of constant practice. Mr. Maurice Thompson, one of the best American writers on archery, says in this regard: "Do not attempt to aim. Do not even think of guiding your arrow with your eye. The only way to become a good bow shot is to learn to guide your shaft by feeling—namely, by your sense of direction and distance. Yours eyes must be glued, so to speak, on the target. This is one great rule of archery. Any other will lead to slovenly, wild, and irregular shooting."

In no sport you can engage in does the old saying that "practice makes perfect" apply with such force as to archery. Skill in long range shooting with a bow is only attainable by continuous and persevering practice. There are so many little but important details to be attended to, which habit alone can train one into, that any regular rule is inapplicable. It is all very well to put it down in your book of instructions that the young archer must do this, that, and the other; but it is practical experience in the field that alone will enable him to overcome the obstacles he must encounter, with any degree of success. The details to be made familiar with before you can send your first arrow into the target even, are enough to engage all one's attention outside of attaining the degree of mental schooling which results from your

learning to shoot straight. To hold your bow firmly with your left hand, as if it were in a vise, is the first letter of the archer's alphabet. The second is to bend your bow to the arrow's head properly, and the third, to "loose" the cord from the finger of your right hand at the right moment. This is the A B C of archery. Then comes the placing of the arrow in position; seeing that it is "nocked" in the right place on the string; that the "cock-feather" is uppermost, and that the tips of your fingers are properly on the string, etc. When the familiarity of constant practice has made "the right form" for all these details a regular habit, then you will be prepared for the mental study of the situation, and then comes "the headwork of archery," so to speak; and just as you are able to excel in this will you become a skillful archer.

The rules governing archery contests in this country are as follows:

The "Field Captain" shall have entire control of the ranges, targets and order of shooting, and he shall appoint a "Target Captain" for each target, who shall direct the order of shooting at his target.

Each "Target Captain" shall appoint a "Scorer" and a "Herald" to act at his target. The "Scorer" shall keep a record of each arrow shot, upon blanks provided for the purpose by the association. The "Herald" shall announce the result of each shot.

An arrow must remain in the target until the value of the "hit" is recorded, otherwise the "hit" shall not be counted.

The targets shall be four feet in diameter and placed on easels, the center of the "gold" being four feet from the ground.

The "gold" shall be 9 6-10 inches in diameter and each ring shall be 4 8-10 inches in width.

The value of colors shall be: Gold, 9; red, 7; blue, 5; black, 3; white, 1.

In case an arrow cuts two colors, it shall count as having hit the inner one.

All disputes shall be referred for decision to the captain of the target where they arise.

Every archer shall shoot with arrows bearing his distinctive mark, and every arrow leaving the bow shall be deemed as having been shot, unless the archer can reach it with his bow while standing inside the line from which he is shooting.

No person, unless competing for prizes, shall be allowed within the bounds of the archers' grounds during the progress of the shooting.

ROUNDS AND DISTANCES.

Matches shall be shot at one of the following "rounds," each archer shooting three arrows at an end:

The "York Round" consisting of—

72 arrows at 100 yards
48 " " 80 "
24 " " 60 "

144 arrows.

The "American Round," consisting of—

30 arrows at 60 yards
30 " " 50 "
30 " " 40 "

90 arrows.

The "Columbia Round" (for ladies), consisting of—

24 arrows at 50 yards
24 " " 40 "
24 " " 30 "

72 arrows.

BADMINTON.

THE game of badminton is simply a new phase of the old fashionable pastime of battledore and shuttlecock. In fact, it is a weak variation of lawn tennis, the essential difference being that in badminton a shuttlecock is used instead of a light ball, the former being served and returned under similar provisions, except that the shuttlecock must be returned "on the fly," no rebound from the ground being allowed. Moreover, badminton can be played in a large parlor, and by six or eight players. But the lawn is its proper place.

The dimensions of the court for badminton must be guided in a great measure by the capabilities of the players, though the best size is one 28 feet long by 20 feet broad. The courts should be divided in the following way: At each end of the ground are two courts 10 feet square, while the center is formed by a piece of neutral ground 3 feet long by 20 feet broad. On each of the outer lines of the neutral ground and in the center are placed the posts which support the net. The net, which is 1 foot deep, is suspended at a height 5 1-2 feet from the ground, firmly held by guy ropes, as in lawn tennis.

The rackets used in badminton are smaller than those used in lawn tennis, the best size being from 24 to 26 inches in length. The shuttlecock is made in different fashions and of different kinds for various purposes. The All England Badminton Club uses a loaded shuttlecock 2 1-2 inches in length.

In badminton all the variety of balls produced on the rebound of the ball in lawn tennis are lost sight of, as the shuttlecock, if not hit while in the air, counts a miss to the player missing it and against his side.

The neutral ground and the divisions of the respective courts are only observed in the serve or first hit; after that the partners may stand where they please on their own side of the net. The shuttlecock must be served so that it falls clear over the net without touching the net ropes or posts, or, if it falls short of the proper courts, into the neutral ground. In all cases a shuttlecock pitching *on* any of the boundary lines is regarded as a fault, as if it had fallen outside of the boundary lines. In all other respects with regard to the players and the faults, the same rule guides badminton as lawn tennis. A shuttlecock falling *on* the lines in services is termed a fault, and two faults produce "hand out."

BATTLEDORE AND SHUTTLECOCK.

THIS is a game suitable for the playground, the lawn, or the parlor, but it is best played on a lawn. The best materials for the game are those sold at the sporting goods stores; but a common battledore can be readily made with a hickory stick and a piece of hoop, and a shuttlecock with a cork and a few short feathers. The form of the battledore and shuttlecock is shown in the appended illustration. The game is played by two players, each having a battledore, and each bats the shuttlecock from one to the other, the player failing to return it when it is batted to him within possible reach, losing a point in the game. A game consists of twenty points, and the best two out of three games gains the match.

MINIATURE YACHTING.

THE building of miniature yachts, together with the rigging and sailing of them on the park ponds of our large cities, has come to be as favorite a pastime with American boys as it is on the park ponds in London. It affords the most exciting kind of sport to the boys, and in itself is a recreation which presents an ample field for the development of mechanical skill and ingenuity in the construction of the little vessels, besides which it fosters a love of yachting, and it is very instructive in affording information in the building of model yachts and in the method of sailing them. At the Brooklyn Prospect Park the sixty acre lake is set apart for the use of owners of miniature yachts, and it is surprising how many "old salts" there are, who have for years been to sea in the mercantile marine, and who take interest in these miniature yacht races, teaching the boys how to sail their yachts, besides helping them to construct them. At Conservatory Lake at Central Park, New York, too, these little yachts are allowed to sail.

The sport has come from England, where miniature yachting is quite a feature of the sports of London boys. In fact, the little yacht regattas which take place on the Serpentine Lake in Hyde Park each summer are quite important events. The Royal Model Yacht Club is presided over by the Prince of Wales, and the royal family generally have taken great interest in the proceedings on these occasions. Some of the yachts belonging to this club are valued at £1,000, and yet they do not exceed five feet in length. The regattas are sailed for twelve guinea cups, and the events are quite exciting at times. There are over a dozen of these Model Yacht Clubs in London; and the leading club, learning of the establishment of a similar organization in New York not long ago, sent a communication over to New York desiring information looking to an international contest with miniature yachts. The subject may seem a trifling one at a cursory glance, but the influence of these miniature yacht associations in cultivating a taste for nautical knowledge, and especially in giving opportunities for testing new models, is such as to make the organizations worthy of support and encouragement.

Had we space, we could give a lengthy chapter on the subject of the construction and sailing of miniature yachts.

QUOITING.

THE game of quoits is a healthy out-door sport for boys, and one, at times, full of excitement; but there is the drawback to it that it exercises one set of body muscles too much when it is indulged in as a regular pastime, it being like bowling in this respect. The game of quoits for young people is simple enough. A pair of iron quoits for each player, a space of ground about 100 by 25 feet, and two small circular beds of clay or soft turf, about a yard in diameter, suffices, a "hub"—an iron spike imbedded in the center of the clay or turf arch—being the object aimed at by the players. In playing the game, the following rules are observed:

1. The distance to be eighteen yards from center of "hub" or pin, the player to stand not more than three feet from the mott played from.

2. Each player shall select his own size of quoit.

3. The pin, or "hub," must be at an angle of 45 degrees and one-half inch above the level with the clay.

4. Measurement to be made from the center of "hub" to the nearest visible part of quoit.

5. A referee shall be appointed, whose decision shall be considered final.

6. The lead to be decided by a toss, the one getting the first pitch to lead at the other end, playing alternately.

7. In case of a tie, two opposing quoits being equal, it shall be declared a draw.

8. Points of game: Two or four hand, twenty-one points; six hand, fifteen points; eight hand, eleven points.

When the sides have been chosen, the first player stands level with one of the "hubs," and taking a step forward with his left foot delivers the quoit by a swinging movement of the arm from behind him to the front. The quoit must fall and remain with its convex side uppermost, either imbedded in the earth or clay or else lying flat with the concave side on the ground. If it rolls along the ground and then stops, it does not count, unless the cause of its rolling was a collision with some other quoit already delivered, or unless, after having been properly thrown, it is knocked out by another afterward played. The proper rule is that each player should play his two quoits in succession, and then be followed by the adversary; but in a party of four it is usual for each player to have only one quoit. When all the quoits are thrown the score is taken by measuring the distance from the "hub" to the nearest part of the nearest quoit, and the side which has thrown best scores one or two, according as his one or two quoits are nearer than any one thrown by the other side. But every "ringer" or quoit, which falls over the hub and remains with the hub inclosed within its ring, counts two.

POLO.

THE game of polo is simply "hockey" or "shinney," played while on horseback. It is, of course, a sport only available for wealthy people, for the ponies or "mustangs" trained for the game are expensive animals, and each player requires to have two at command, not only to relieve the animal from over fatigue in a match, but also in case accidents happen. The ground required for this sport must be larger in size than a field which would do for "hockey;" and it should be level turf, without swampy places or intersecting roads. A space of 120 yards in length and 70 in width is the smallest that should be used; and it is far better if a ground can be secured of double that size. In the middle of it, at each of the two ends, will be placed the goals, as at football; and it is, of course, the object of each side to drive the ball between the posts marking the adversary's goal.

The great attraction of polo, which has made it popular among those who can afford to play it, is to be found in the horsemanship which is required of the players, as well as in the difficulty met with in hitting the ball. The stroke is made with a long club like a mallet, whereas in hockey it is hooked, and projects only on one side, so that the ball may be either driven forcibly forward, or partly drawn and partly pushed along the ground. Polo is, in short, almost diametrically opposite in system to hockey, in which dribbling is the most important part of the game, and proficiency in keeping with the ball and following it all over the field is the chief qualification of a first-rate player. There are two strokes common in polo—the forward and the back-handed, and the latter is extremely useful when the ball is flying toward the goal, and a defender thereof, galloping after it, overtakes it in time, and by one clever back-hit sends it away far behind his back toward his friends. The rules of polo do not usually include any restrictions as to off side, and thus a skillful player will so place his ball as to elude the enemy and find its way toward one of his own side. There are generally eight players on each side; and they should be distinguished by a contrast of color in their costume, as it would be otherwise impossible in the heat of action to know friend from foe.

As for the ponies used in polo, the chief requisites are that they should be swift, both in a straightforward course and at a turn, afraid of nothing, and obedient to the slightest movement of the rider. These, it may be thought, are rather heavy demands to make; and, in effect, a good polo pony ought to be worth a handsome price, and much more handsome than he generally fetches in the market. For an animal which is really good for polo must be good for almost everything else, and more especially for teaching a youngster how to ride, and how to become in all respects a good horseman.

BOWLS.

THERE is no lawn game in which a ball is used which will compare in exciting interest, alike to the spectator as well as the player, with the old-time English game of bowls, which has been practiced for several years past by the society people at Dunnellen, N. J., where two clubs have been in successful operation. This game is a very ancient one, and at one time was in high repute. In former days kings of England did not disdain to play at bowls; and in the improvements made by bluff King Harry VIII., at the palace of Whitehall, "divers fair tennice courts and bowling alleys" are mentioned. The game has been traced back to the thirteenth century, to the time of King John and Henry III. How long before those days it existed there is no means of ascertaining. There is no doubt that almost every English village green was occasionally used as a bowling alley, on which the rustics disported themselves, and seeking the "bubble reputation" with the ball, if not with the cannon.

Playing at bowls is excellent practice, for the dexterous use of the wooden ball will teach that invaluable mode of delivering in the cricket field that causes the ball to run along the grass swiftly, steadily, and excruciatingly, baffling the oldest batsman, and topping off the bails from his stumps in a manner curious to behold. Bowling greens are simple and perfectly level tracts of smooth turf; but a very good game may be played on a selected spot on a common or field, where the grass is short, and the ground tolerably level, or, in rainy weather, in a hall or room.

A small bowl, perfectly round and called the jack, is placed on the ground. The bowlers, each armed with two balls, which are numbered to distinguish them from each other, take up their positions at a certain distance from the jack, and each in turn bowls toward it, he whose balls come nearest counting one. When there are more than two players sides are formed, the balls being played alternately, and the side one of whose balls comes nearest counting one point. The number of points which must be made to win the game varies, but is generally fixed at twenty. When only two play they may stand side by side to deliver their bowls; when there are several on a side the usual plan is to bowl from opposite ends of the green, the jack being placed in the middle.

The balls for bowling are not exactly spherical, but are flattened slightly at two ends, making the ball a spheroid, like the earth. If, after both sides have delivered their balls, two of one side are nearer than any balls of the other side, the side whose balls are nearest to the jack counts two; if more balls are nearer than any of their opponents', they count a higher number in proportion. The art in bowling consists in knocking away the opponents' balls from their position near the jack, or in carrying off the jack itself from among the opponents' balls, and in bowling nearer than any other without disturbing ball or jack. In general, bowls are marked with a circular spot on one side, which is less rounded than the other; and in bowling this side should be held inward. A circular motion, or bias, can thus be given to the ball. Great practice is required before any player can excel at bowls.

The regular game is played with hard lignum vitæ balls, turned in such a manner as to make them diverge from a straight line when bowled on the green, and turn in toward the jack, or ball, which the bowler aims for. In fact, the regular game is quite a scientific sport, and presents a field for a great display of skill. The game as modernized for young players, differs from the regular game materially, and it is this latter game of bowls only which we have included in our list of sports for this work. For this a special court is laid down, in form as follows:

To lay down a bowling court like the above, a level piece of hard surface ground is necessary, and it would be well to sink the level of the court about four or six inches below the surface, boarding the sides of the court. When a regular court is not laid out in this way, the game can be easily played on a croquet or tennis lawn, the only points to be laid down being the "tees" at the two ends, and the lines behind which the bowlers are to stand when bowling. A small quoit is laid down in the center of the circle at each end, and this forms the "tee." This court would be marked out as follows:

THE RULES.

1. From one to five players on a side can take part in the game, each player rolling two balls, one each alternately with the opposite player.

2. The balls used are to be regular croquet balls, marked in such a way as to distinguish those of each side of the contest.

3. The bowler must deliver each ball with both feet back of the bowler's line, and after it leaves his hand, unless accidentally dropped, shall be considered as bowled.

4. Twenty-one aces constitute a game, and the best three games out of five a match.

5. When all the balls on both sides have been bowled the "end" is completed, and the side having the ball nearest the "tee" counts one ace. Should such a side have more than one ball nearer the "tee" than any ball of the opposite side, an additional ace is counted for each such additional ball.

6. A ball bowled so as to settle in the center of the "tee" quoit counts two aces, provided it remains in that position until the completion of the end, not otherwise.

7. Each side shall bowl in regular order as named before beginning play, and there shall be no change made in such order until the close of a game.

8. Any player bowling out of his turn shall have his ball taken off the court until the close of the end.

PLAYING BASEBALL ON THE ICE.

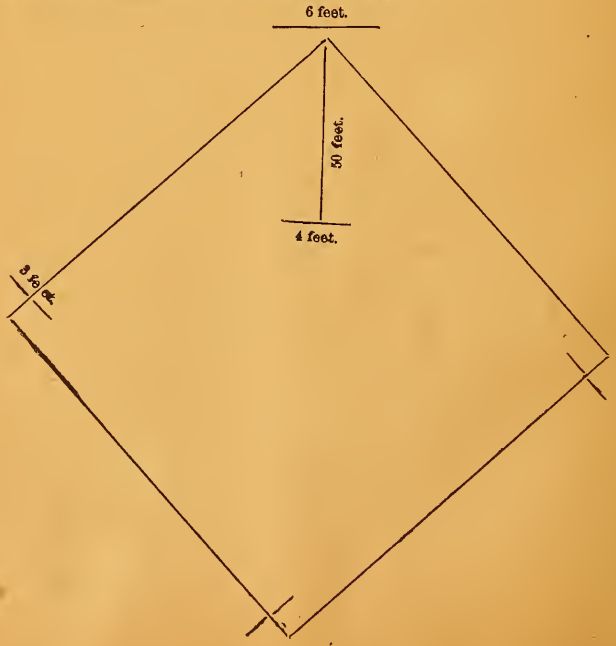
A GAME of baseball played by a party of skaters on a good field of ice is very lively sport; such a game, however, is played under different rules to those governing the field game, especially in the delivery of the ball to the bat, and in running the bases. The ordinary rules governing the batsmen and pitcher are not so strictly observed as in the field game, the impossibility of obtaining a good footing make the operation of pitching and batting rather difficult. In running the bases in a game on the ice on skates, all that is necessary for the base runner to do is to cross the line of the position, after which he cannot be put out until he has returned to the base and again leaves it. The bases are marked on the ice in the form of lines three feet in length, each line marked at right angles with the base lines from base to base, and three feet each side thereof. This line forms the base, and on this line the base player must stand when he holds the ball, in order to put a player out. The base runner makes his base if he crosses the line of the base before being touched, or before the ball is held on the base.

The following is the diagram of the "diamond" for a game on an ice field.

After hitting a ball on which the batsman can only make one base, he should start from the home base so as to turn to the right in crossing the lines of the base; but in cases where his hit entitles him to two or more bases, then he should start so as to turn to the left. If he turns to the left after skating over the base line, he at once ceases to be exempt from being put out in returning to the base he had overrun.

In putting players out the regular rules prevail, except in regard to outs on catches, a fair ball caught on the first bound putting the batsman out.

In calling strikes and balls the umpire must call a strike on every ball within fair reach of the bat, no matter whether high or low, the batsman not being allowed to designate the height of the ball. In calling balls he must call a ball on each and every ball out of fair reach of the bat, and also on every thrown ball, as only a square pitch or toss of the ball is allowed in the game. Six called balls give a base. The essentials for a successful game of ball on the ice include a large space of good clear ice; a non-elastic and soft ball; a fair day, not windy or too cool; a field cleared of spectators, and two parties of good, plucky skaters. Under these favorable circumstances, a really exciting display would be the result. The ball requires to be non-elastic and soft, because a light blow will send it a good distance, and a hard ball sent swiftly to the hands on a cold day is very painful, and likely to result in severe injuries. The pitching also should never be swift in a game on ice. The ball should simply be tossed in to the bat; by this means more frequent chances are given to the field for outs, and the game is made active and lively instead of tedious, as it would otherwise be.



BRUTALITY IN SPORTS.

HENRY CHADWICK'S PAPER AT THE OLD BROOKLYNITES' MEETING.

For the benefit of young votaries of ball games, we give below the lecture on "Brutality in Sports," delivered by Mr. Chadwick before the Society of Old Brooklynites, at their annual meeting on the night of May 4, 1893, at the Surrogate's Court, in Brooklyn. We clip from the *Eagle's* report of the lecture as follows:

"Mr. Henry Chadwick was then introduced, and he read a paper upon 'Brutality in Sports.'

"Mr. President and Members of our Society: In this paper which I am about to read to you I propose taking a brief glance at the existing sports of the period and the change in public opinion which has taken place of late years in regard to out-door sports in this country, and also to make a few remarks on the influence of the press on sports and the abuses which exist in connection with them, and in doing this I trust, at least, to interest you, if I do not induce you to indorse my views on the important influence the sports of a people have on the development of national character. The contrast between the American people of the present day and those of even twenty-five years ago, as regards their participation in out-door sports, is very striking. In the bygone days our people were the butt of the English, especially on account of our neglect of physical exercise and recreation for the idol worship of the almighty dollar. Now things are different. We have not only acquired the English taste for manly exercise and field sports, but we are beginning to rival them in matters of sports in which they have held sway for centuries. It began with the brilliant success of the yacht America in 1851; it was assisted by the achievements of the American chess champion, Morphy, several years later. Since then, step by step, have we worked our way up in this race for supremacy in the arena of manly sports, until now we are beginning to rival them in their hitherto undisturbed monopoly of championship honors in athletics, in rowing, rifle shooting, the turf and in field sports generally. What is the result of this change in the character of our people in this respect? The answer is, beneficial in every way. Improvement in the national physique has been manifest, for one thing; a wider sphere for rational social enjoyment is another result, especially as regards the pleasure the fair sex enjoy in participating in sports from which American ladies were debarred twenty years ago. Look at the throng of women skaters on our park lakes in winter. See the crowded women's stands at the baseball grounds of the leading cities, and the fashionable assemblages of the fair sex at the jockey club events at our best race courses, not to mention the out-door sport clubs, now so fashionable, together with the archery, lawn tennis and croquet meetings and the riding and walking club parties. If these had been the only English customs we had imported, it would have been well; but with some of these sports have come habits of English "snobbery" and an observance of English caste distinctions, utterly foreign and antagonistic to true American manhood and womanhood. These have, of course, somewhat offset the advantages of the other imported customs. But these only characterize the silly minority of the wealthy parvenu class, and, after all, are matters of minor import.

"There is one subject in connection with the sports of our people which is worthy of special remark, and that is, the beneficial influence of out-door recreation on our laboring classes. The proprietors of the great manufacturing establishments of England have, of late years, been taught to practically realize the truth of the old saying that 'all work and no play makes Jack a dull boy.' By actual experience they have discovered the interesting fact that they can get better and more work out of their employees by allowing them certain hours for recreation than they could under the old horse in the mill system of one unceasing round of daily labor. That eminent sanitarian philosopher, the late Sir Edwin Chadwick—my elder brother—several years ago called attention to the fact that regulations in large factories which admitted of stated periods for daily relaxation from labor for purposes of recreation, led to the most beneficial results, one effect being that the employees, after such relaxation from toil, did it better than they had ever done before under the old rule of constant labor from morning until night. His extensive analysis of the results of the old system, and the experiments he inaugurated to test the advantages of a judicious combination of a few hours of recreation with those appointed for the daily labor, resulted in reformatory measures being adopted in most of the large manufacturing establishments of England, and with the very best effect. He had previously proved the statement that educated labor was infinitely more profitable than that of uneducated, and the new system of allowing employees and workmen certain hours of each day or each week for recreation was but another step taken in the march of improvement toward the physical and moral regeneration of the industrial classes of society. A few years ago a certain short-sighted class of American employers engaged in quite a crusade against the national game of baseball, on the absurd plea that the game prevented their employees from attending to their business. The fallacy of this opinion was soon made plain to them, however, and since then they have changed their idea on the subject, and now commercial baseball nines, encouraged by sensible employers, form the majority of the amateur class of the metropolitan baseball fraternity. To attend to business is, of course, the first duty of an employee, whether he be a clerk in a banking house or a factory hand. But neglecting business for pleasure is one thing; combining necessary recreation with labor is quite a different thing. When employers arbitrarily use their power to deprive their clerks or hands of a proper modicum of out-door

recreation they get rid of an imaginary evil at the cost of a positive one.

"Recreation and excitement young men will have; it is a necessity with them, and if they cannot get it healthily one afternoon a week on the ball fields they will seek it unhealthily at night in drinking-saloons or at gambling-tables; and from these latter dissipations to those of a lower depth the gradation is easy. Experience has proved conclusively that it is far less costly in the long run to allow your clerk to have an afternoon each week for exercise on the ball field than, by depriving him of this special relaxation, drive him to the excitement of nightly dissipation. Kept down to the grindstone of every day work without a due share of recreation out of doors, young men will naturally enough not only do their work grudgingly and with a disposition to shirk all they can of it, but they will revenge themselves at night by plunging into dissipations which are ever at command of the reckless pleasure seeker. Let me now indulge in a few remarks, appropriate to my subject, on the influence of the press on sports. In regard to the encouragement to be given by the press to the existing furore for outdoor sports, it has been wisely said by a very able English writer, that 'those exercises which in their nature and operation have a direct tendency to draw the bands of society closer together by friendly intercourse, which substitute the feats of men for the freaks of the fop, hardihood for effeminacy, dexterity for luxurious indolence, and which are free from taint of cruelty, oppression and selfishness, are entitled to especial encouragement and consideration in a matter so important as that of selecting a sportive science for the people.' The influence of the daily press on sports is very great, and it has an important bearing on the question of the conservation of the moral forces in public life. No better illustration of the fact can be presented than that shown by the evil effect of the press notoriety given the doings of that most brutal class of our metropolitan community, prize fighters and their followers and patrons. It is to this notoriety, in fact, that the present revival of their degrading conflicts is entirely due. Were the publicity given the movements of these blackguards and roughs confined to the journals which make prize fights a specialty of their columns, the evil effect would not be so extended. But when the daily papers throughout the country, and especially the so-called 'moral dailies' of the metropolis, take up the subject and aid in giving these roughs the free advertising which enables them to flourish, the evil done becomes widespread and pernicious in the extreme. There is now but one daily paper in the metropolis which does not give aid and comfort to the prize fighters and pool gamblers, and help to promote brutality in sports, and that exception is the New York *Tribune*—all honor to Mr. Whitelaw Reid for it, say I. It is not so much that the papers give columns of descriptive reports of the prominent prize fights of the period, but it is the gratuitous advertising they give these beetle browed brutes in the form of paragraphs of their personal movements. The one is news, the other is not. Then, too, the space devoted to vicious sports drives out the reports of sports which are manly and honest.

"Just here I desire to commend to your special notice, as also to the serious consideration of the gentlemanly class of athletic clubs of the metropolis—sadly in the minority, I regret to say—the appended paragraph from the address delivered by Colonel Robert G. Ingersoll, at the opening of the Manhattan Athletic Club's new home, some years ago. The advice then given is needed now in athletic circles. The colonel said: 'There is one thing to be avoided by all athletic clubs, and that is anything that tends to brutalize, dull or destroy the finer feelings. Nothing is more disgusting, more disgraceful, than pugilism—nothing more demoralizing than an exhibition of strength, united with ferocity, and where the very body, developed by exercise, is mutilated and disfigured. Sports that can by no posibility give pleasure except to the unfeeling, the hardened and the really brainless should be avoided. No gentleman should countenance rabbit coursing, the fighting of dogs, the shooting of pigeons, simply as an exhibition of skill. All these things are calculated to demoralize and brutalize, not only the actors, but the lookers on. Such sports are savage, fit only to be participated in and enjoyed by the cannibals of Central Africa. Find what a man enjoys, what he laughs at, what he calls diversion, and you know what he is. Think of a man calling himself civilized who is in rapture at a bull fight, who smiles when he sees the hounds pursue and catch and tear to pieces the timid hare, and who roars with laughter when he watches the pugilists pound each other's faces, closing each other's eyes, breaking jaws and smashing noses. Such men are beneath the animals they torture, on a level with the pugilists they applaud. Gentlemen should hold such sports in unspeakable contempt. No man finds pleasure in inflicting pain.' I commend these remarks as well worthy the pulpit utterances of such of our local clergymen as the Rev. Dr. Storrs, the Rev. Dr. Hall, the Rev. Lyman Abbott and the Rev. Mr. Behrends, not forgetting Dr. Talmage. And now let me say a few words on fair play in sports. The most marked feature of true manliness of character is a love of fair play. It is a jewel in the crown of manhood, and without it all sports degenerate into low and dishonest struggles to win by trickery and deception instead of by honorable efforts to excel. A love of fair play is inherent in the breast of every man worthy of the name, and all such detest to see unfair play exhibited on any field whatever, but especially in games where athletic skill is the chief attraction, for on such fields it is that fair play shines its brightest. Without referring to any other line of sports, sufficient examples can be found in the arena of baseball to fully illustrate the nature of fair play and its opposite. When two contesting nines enter upon a match game of baseball, they do so with the implied understanding that the struggle between them is to be one in which their respective skill in handling the ball and the bat, and in running bases, is alone to be brought into play, unaided by such low trickery as is comprised in the acts of cutting the ball, tripping up base runners, willful collisions with infielders and other especially mean tricks of the kind characteristic of corner lot loafers in their ball games. All these so-called points are be-

yond the pale of fair and manly play, and rank only as among the abuses of the game.

"A recognized and legitimate feature of all field sports is the laying of wagers on the result of any particular contest. A man having faith in the ability of a certain horse to win a race; or in that of a particular club's team to play a better game than its rival; or of a competitor in any contest to excel his opponent, willingly backs up his opinion with his money and a wager is the result. It is a fair pitting of one opinion against that of another. But this wagering, to be legitimate, must be done on the square. When it comes to be a bet made in all honesty of purpose on the one side, while on the other it is made on the basis of a private knowledge of the fact that the competing horse, or team, or contestant is purposely to lose, it becomes a fraudulent transaction, and one, too, of the very lowest rascality. Compared with such knavery as this picking a man's pocket becomes venial. When a professional pickpocket goes for a man's watch or his pocketbook, he does so with the doors of a state's prison cell staring him in the face. Against this chance he hazards the skill of his profession and the nerve and deftness his years of experience have given him. Bad as this skill in theft is, there is a daring and a pluck about it which presents a measure of venialness of the act. But the knave who bets on a horse race or a contest in athletics on the basis of a tip privately given him as to which horse or which man has been fixed to lose the race or match, is guilty of a phase of pocket picking of the very lowest sneak thieving order. The latter steals in the dark and with all immunity from punishment save that of the contempt of the honest portion of the community, whose opinion he does not care a straw for. It is really astonishing how many people there are who are ready to jump at an opportunity to bet on a sure thing of this character and to win a man's money on a solid race or a fixed contest, who would be highly indignant were anybody to call them by their true titles for their knavery, viz., that of the lowest character of sneak thieves. Last, but not least in importance, comes a brief reference to that curse of all sports, pool gambling. There is no greater enemy to honest sport now in existence than pool selling. Since it has been in vogue it has demoralized everything in the way of sport with which it has come in contact. The great attraction to the public at large in all sports and pastimes is to see an honest contest. When this is wanting, all other elements fail to attract. Experience has unquestionably shown that the influence of pool selling on sports generally has been demoralizing in the extreme. While the system, carried out in its integrity, may be one calculated to assist in a fair management of the betting business, it unfortunately presents such facilities for knavish work as to make it too great a temptation to be resisted by those of weak moral instincts.

"Before closing I must say a few words about our glorious national game. Unreflecting and prejudiced individuals, who never look beneath the surface of things, may regard baseball as a very good thing for boys, perhaps, or even for men, wherewith to while away an idle hour or two on a summer's holiday. But those who intelligently investigate subjects in regard to cause and effect, who look beyond the mere surface of things for important results, find in the game of baseball the means to an end which in earlier times in the history of our progress toward refinement were searched for in vain. It has taught Americans the value of physical culture as an important aid to perfect work in cultivating the mind up to its highest point. It is to the introduction of baseball as a national pastime, in fact, that the growth of athletic sports in general in popularity is largely due. Thus, it will be seen, that the game of baseball has acted like a lever in lifting into public favor all athletic sports. A great deal is said about the special attractions of this and that leading sport of the day. The turfman thinks there is nothing approaching the excitement of a horse race, which from the start to the finish occupies but a few minutes of time. The rower regards a three mile shell race as the very acme of sporting pleasures, while the yachtsman looks upon all other contests as of trifling importance compared with that ending in the winning of his club regatta cup, and so on through the whole category of sports of the field, the forest and the river. But if any one can present to us a sport or pastime, a race or a contest which can in all its essentials of stirring excitement, displays of manly courage, nerve and endurance, and its unwearying scenes of skillful play and alternations of success equal to our national game of ball, I should like to see it."

EDITORIAL COMMENTS.

In the selection of games for this work we have omitted several which have hitherto been included in boys' books of games, for the reason that in their construction and characteristics they are in no way calculated to improve a boy either physically or otherwise. We have eliminated all sports and games marked by anything of a cruel or brutal nature, as unworthy of a work intended for the promotion of true manliness of character and of gentlemanly conduct. What is not manly is not gentlemanly, and anything that inculcates brutality or any phase of cruelty is not manly. Boys' sports should be part of their school education in preparing them to be manly in the moral attributes of truth, honor, kindliness, and a charitable consideration for the failings of humanity, as well as in the manliness of a well-trained physique. Especially should the mastering of quick tempers be regarded in this matter of mental training by recreative exercise.

There is one thing in connection with the subject of youthful sports which merits special attention, and that is the tendency of the boys of the period to forego such pastimes and to replace them with habits of their leisure hours, which are at war alike with health and morality. Far too many of our American boys jump from the games of their early school days, even before they have reached their teens, into the vicious ways of fast young men. For this reason parents and guardians cannot do better than to foster a love of out-door games among their boys, if only as a means of keeping them out of the mischievous habits they are so prone to indulge in when not at their school desks or actively engaged in physical recreation suitable to their age. It is a sad sight to see boys of from twelve to fifteen years of age with cigarettes in their mouths, canes in their hands, and with precocious appetites for stimulants, visiting, during their leisure hours, race-courses, pool-rooms, variety-saloons, and other vicious places of public amusements, when they should be either on their regular playground, enjoying their boyish games, or out in the fields participating in a higher class of youthful sports. There is a sort of electric battery of physical force in the composition of boys of healthy physiques, which must be allowed an avenue of escape or evil consequences are likely to ensue; and it is better to guide the direction of this explosive material than to allow it to have its own way in its working off. In other words, it is not judicious to allow wild play to a boy's excess of animal spirits; nor is it advisable to check the overflow too suddenly. Train up your boys in the way they should go—alike on the playground or the field of sport as in the school of morality—and maturity will assuredly find them the right kind of men for progressive humanity.

In this work we have given no special rules for training to excel in any particular sport or branch of athletic exercises, inasmuch as this book is intended only for games and sports calculated to aid in promoting physical culture as an important ally of mental education. In regard to training, an important question arises which bears upon the encouragement of physical exercise and recreation in our colleges, and that is the question concerning the amount of time required for the purpose of special training for particular sports in our colleges and large schools. Certain sports are engaged in by collegians, and strenuous efforts are made to excel all other colleges in them, without due regard being paid to the loss of time in training involved in getting into winning form as competitors in matches. The fact that young men go to college to advance themselves in the higher branches of education is too frequently lost sight of, and valuable time is wasted in training for special excellence in some one particular sport, which ought to be devoted to study. While the question of physical education, in combination with that of mental culture, should not be lost sight of, it is certainly very necessary that the former should be made subordinate to the interests of the latter. In taking up this question of the time wasted in training, the college faculty fail to judiciously discriminate in the matter, and they too often apply a general rule to the subject when only a single sport is involved. For instance, there is a great difference in the time required for training to excel in ball games—such as baseball, cricket, lacrosse, and football—and that needed to get into winning form as one of the "university crew," or as a competitor in a running or walking match in the inter-collegiate contests; it being impossible to excel in either one or other of the latter sports without devoting an amount of time to necessary training which greatly trespasses on the hours required each day for diligent study. To get into "form" in any of the ball games, it is only necessary to occupy the ordinary leisure time of a student's daily life; and the out-door work involved is of a character advantageous as healthful recreation and desirable in a sanitary point of view. But to train properly for a position in the racing crew of a college, or as the champion athlete of the university, on the other hand, involves not only exceedingly arduous labor, but a loss of time which necessarily interferes with the more important class duties of the college. Moreover, aside from the loss of time in training, there is the terrible strain upon the system, involved alike in the rowing and running matches, which is never incurred in the ball games. This important difference in the matter of time used in training should be more duly considered by the governing powers of our colleges than it is, otherwise an injustice will be done to a class of out-door sports for collegians which are admirably adapted for healthful recreation, while not at all infringing on the hours required for study.

There are no sports or games engaged in by either men or boys which surpass in interest and pleasure those in which a ball or balls are used. From the simple ball game of the playground up to the most scientific of all games of ball, cricket, a variety of sports are presented which gives the palm to the ball as a means of recreative exercise. The majority of ball games call for the exercise of considerable mental powers as well as of physical ability to excel in

them. Especially is this the case in cricket, baseball and lacrosse. A manly physique is not more necessary to attain the honors of victory in contests at these games than are the mental powers of judgment, courage, nerve, pluck, and control of temper. Games requiring such attributes necessarily become valuable aids in education.

The *Kansas City Star* says: "It is something remarkable that ball players never suffer from the heat. 'The hotter the weather the better the game,' is a baseball proverb. 'The only case I recall where a professional ball player was overcome with heat,' says Manning, 'was that of Mike Dorgan, years ago. Ball players get to ignoring the sun. A majority of them tear the lining out of their caps and expose themselves to the burning sun for two hours with only one thickness of cloth to protect their heads. They become used to it, and the active exercise of the game keeps up a perspiration. I think ball players suffer less from hot weather than almost any one else.'"

"For a team to refuse to finish a game once begun, or to leave the field upon any pretext or provocation whatever, is an insult and injury to the club upon whose ground such a transaction takes place, a blow at the sport, and a fraud upon the spectators who pay their money to see a full game, uninterrupted by aught save the elements. The precedent set by the Board of Directors of the League for 1893 will serve as a healthy notice that in future the penalty of the law will be exacted in all such cases; it ought also to serve as a deterrent to unreasonable, reckless or bull-headed managers or captains. If it doesn't, their clubs will have to settle with the League first and probably with them afterwards."

The old ball game, used for field exercise only, known as "Fungo," is played with a round bat and a common ball. One player acts as the batsman while all the others are fielders. The batsman takes the ball in one hand, tosses it up in the air, and as it falls hits it "on the fly" to the out-field, and if it be caught by any fielder on the fly the batsman goes to the field and the fielder who caught the ball becomes the batsman. The batsman is out also if he sends the ball to the fielders on the bound, or if he strikes at the ball three consecutive times without hitting it, in which case the fielder next in turn goes to the bat. Usually the latter receives the ball when thrown in from the field, and passes it to the batsman. The game simply affords good practice to out-fielders in catching the ball, it being comparatively useless as good practice for batting.

There is another exercise game of ball known as "Two Old Cat," which is a variation of fungo, and a preliminary step to the regular game of baseball. It is generally played by nine players, one of whom acts as pitcher, another as catcher, three others as base players, another as short stop, and the last three as out-fielders. The pitcher is only allowed to pitch the ball to the bat, no kind of throw in the delivery of the ball being permitted; and he acts as pitcher until the batsman is put out, when the catcher goes in to the bat, and the pitcher becomes the catcher, and each of the occupants of the other seven positions advance one position, the retiring batsman going to right field. The batsman can be put out on a fly catch of a fair or a foul ball, and on foul-bound catch, and also on three strikes. He can also be put out after hitting a fair ball on the bound, if the ball be held at first base before the batsman reaches it. Should he make his base after such a hit, however, he is entitled to take the bat again, or he can resign it in favor of any player he chooses. Of course the game is played on a diamond field, roughly laid out so as to mark the several base positions.

"Trap Ball," too, is another exercise game, which is played with a "trap," which is a solid piece of wood shaped something like a shoe, and having a movable tongue or spoon. Before playing it, it is as well to fix the trap by sinking the heel in the ground. Innings being tossed up for, the winner places the ball in the spoon of the trap, touches the tongue of the trap with his bat, and as the ball rises, strikes it away as far as he possibly can. If he makes more than two unsuccessful efforts at striking the ball, or touches the tongue more than twice without being able to hit the ball, he is out, and the next player takes his innings, which order of succession should be settled beforehand. If one of the fielders can catch the ball before it falls to the ground, the striker loses his innings; but if it is not caught, the fielder who stops it must bowl it from the spot where he picked it up, toward the trap; if it touches the trap, the striker is out; but if, on the contrary, it misses, the batsman counts one toward his game.

A great objection on the part of the players has always existed in regard to the column of errors in the score. Hitherto the trouble has been to record errors without giving them the prominence they now hold in the score, and the only way to do this is to change the three columns showing the figures of chances offered and accepted, over the put-outs, assistances and errors, into two columns, giving the figures of total chances offered and total accepted by each fielder. This really gives the figures of errors, but not in the objectionable form now used.

There is no possible advantage accruing from going in first at the bat which is not equally at command in the second part of the first inning, while the advantage of having an opportunity to recover lost ground by being last at the bat in a game, more than offsets whatever there is to be gained by taking the first crack at the new ball.

The *St. Louis Sayings* in an editorial on honesty in sports, says: "Gambling on sporting events of any character has had more to do with the downfall of the sport that made gambling possible than any other factor. This applies almost exclusively, however, to sporting events that can be 'cooked,' and not to fair, open contests of sport. If all sports could be protected from the gambler like baseball, all sports would be as popular as baseball. The player who throws one game of baseball knows it is 100 to 1, aye, 1,000 to 1, that he will be detected, and

once detected his baseball days are ended. He is blacklisted, and all the money and influence in the world would not remove his name from that list. If this were done at the race tracks with horses and their owners, the public would soon recognize that it was 'getting a run for its money,' and the sport would increase in popularity correspondingly."

The rules applicable to the batting department of the existing code afford no criterion of skill whatever in estimating the work of the batsman each season, the average being worthless as showing how much a batsman has done during a championship campaign to win games by sending in runs by his batting. As it is now, the batsman who has the highest record of base hits and two and three baggers, bears off all the honors, though he may not have sent in a run or forwarded a runner by his batting in half the games he has played, while the batsman who by single hits and sacrifices has not only forwarded runners and sent in runs in every game by his batting, stands low in the averages. This is simply one of the absurdities of the existing code.

APPENDIX TO BASEBALL PLAYING RULES.

In interpreting Rule 27 of the playing code, the words in the rule "*when the pitcher feigns to throw the ball to the base*" must be regarded as admitting of a *side* or *backward* step in making the feint to throw, but when a step directly forward is made, or any motion is made indicative of such step, the pitcher must throw to the bat, or he commits a balk.

The interpretation of the rule which makes the touching of a fly ball a catch—even if the ball be dropped—only applies to infield hits, and then only when a force out play is possible from the touched or dropped fly ball, which is touched or dropped by any fielder except one of the three outfielders. But when a force out play is not possible from the touched or dropped fly ball, then the missed catch counts as an error, and not as a catch. A force out play from a fly ball, hit so as to be caught or touched by an infielder, can only be made after the fly ball has first touched the ground before being handled.

A sacrifice hit is made in accordance with Rule 67, Section 4; but no sacrifice hit absolves the batsman from the charge of *a time at bat*, unless it be one made from a hit to an infielder. See Rule 65.